

POKÉMON INVASION!
MONSTER STRATEGIES & PRICE GUIDE

INQUEST gamer

INQUEST GAMER 49

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50 GREATEST SCI-FI MOMENTS • DREAM ONLINE GAMES

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MAY 1999



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THIS MONTH'S COVER

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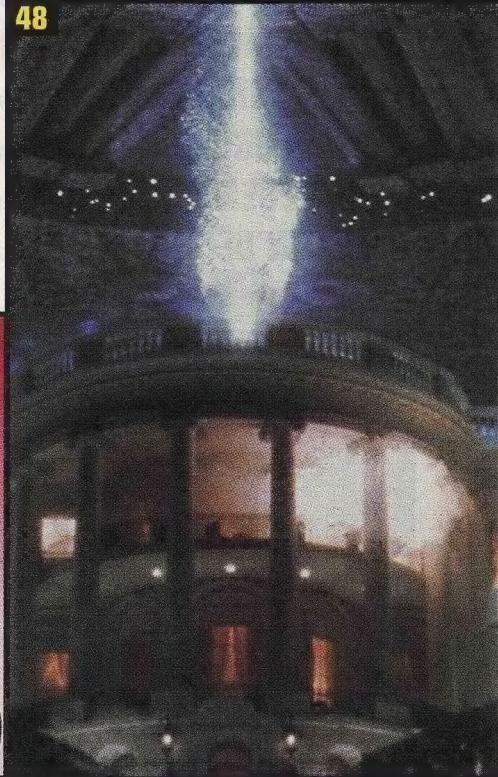
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By John Kaufeld and the *IQ Gamer* staff.

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"Independence Day" photo courtesy of Everett Collection. Emperor photo courtesy Everett Collection. All other photos by Paul Schiraldi. Cover images: *Pokemon*™ & © Nintendo. All others™ & © their respective owners.

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*Dragonlayer™ photo courtesy of FotoFantasies. All images TM & © respective owners.

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LICENSED TO THRILL

AT LEAST
BUY ME DINNER
FIRST!

ODD COUPLE Gaming and licensing go well together—usually.

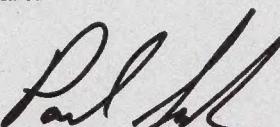
to companies like I.C.E. and Last Unicorn, you can do just that.

Licensed games are good for the gaming industry, too, continually bringing fresh blood into the hobby. "Star Wars," "Star Trek" and even "Sailor Moon" can draw mainstream fans into the game stores—something original RPGs and CCGs have a tough time doing. The *Pokémon* CCG alone is hauling new kids into gaming by the truckload, including that most elusive of demographics in our industry—girls.

Property-based games do have their dark sides, though. In many cases, they're handicapped with badly-written or inappropriate rules. The *Babylon Project* RPG and *Hercules* and *Xena* CCGs have great concepts, but bad execution. Others, like the *Indiana Jones* and *Middle-earth* RPGs, are saddled with rules way too complex for their subject matter and intended audience. Happily, there are success stories. The biggest licensing successes—the *Star Wars* and *Call of Cthulhu* RPGs among them—show what happens when a strong property is married with a great game system that suits it.

Another downer: these kinds of games largely thrive at the expense of original games. Companies have only so much dough to spread around on new lines, and many companies will go for the sure thing of a proven licensed property rather than risk it all on some designer's hot concept. You can't really blame the logic; everyone's familiar with, say, *Tomb Raider*, so a company doing the RPG version doesn't have to sell the concept to dubious distributors and customers; it's already got a high recognition factor and enthusiastic fan base. But what if Wizards of the Coast—a diminutive RPG company in 1992—had spent its annual budget on the *Jurassic Park* RPG instead of... Well, you get the point.

Fortunately, companies like Alderac, Pinnacle, Five Rings Publishing and Atlas are out there pushing the envelope, showing that there's still room for original RPGs and CCGs—provided they come with fantastic ideas and solid product support. Which gives us the best of both worlds: cool, original games like the debuting *Seventh Sea* swashbuckling RPG and also—maybe someday—the next *Star Wars* RPG.



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Associate Editor

masthead

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INTRO: "Long."

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MORONS... SCAMMERS... & CARDFLOPPIN' BABES...

Don't hate me 'cause I'm not Rick Swan. Rick got bitten by a tse-tse fly or something (see "Rick Calls it Quits" in last month's "InQuisition") and now I'm the new host of these hallowed pages. I'm InQuest Gamer managing editor Tom Slizewski (pronounced "Jones") and in order to get you to like me, I'm going to pander to your every wish. Want my Alpha Black Lotus? It's yours. Hungry? I'll mail you donuts. Wanna talk to Cow Nose? Call and I'll meow into the phone. In fact, to show you how far I'll go to win your hearts and minds, I've put together something you've all always wanted but were afraid to ask for, an all-chick edition of "InQuisition." Yeah baby!

MAGIC QUEEN

In *InQuest* #42, you printed a letter from Jared Reece stating that no good-looking girls play CCGs. I have one thing to say to Reece: "Kiss my ass!" I am a varsity cheerleader who is homecoming queen for my school. I was in the Miss Teen California competition and made it to first runner up. I also play *Magic* and *AD&D*. I can kick your ugly ass at any CCG. *Magic* is not fashion, but a game for cool people. With ♥ and regards.

*Maria Lonoe
Los Angeles, Calif.*

Maria probably would have won Miss Teen California if she hadn't chosen to recite "There was a man from Nantucket" during the poetry competition.

HANDYMAN

I was intrigued to read about people meeting and marrying through *Magic*. Here's my story:

I was attending a community college, and there was this quiet, shy boy who sat near the back. I picked on his choice of flannels and ball caps almost daily. Then when another classmate and I were discussing *Magic*, this boy turned to me and challenged me to a duel. I accepted and got my ass handed to me. Now, he's mine. We married in October after exactly one year of being together.

*Jen Sperling
Binghamton, N.Y.*

The problem is that most girls get offended when you grab their butt during a Magic duel. Your husband is one lucky cardflopper.

IN QUEST PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IPenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o *InQuest Gamer*, 151 Wells Ave., Congers, NY 10920.

WORDS FROM A W.E.N.C.H.

This is in response to your request for anecdotes about couples getting together through *Magic*: A close friend of mine from high school taught me how to play around the time *Revised* was published. When he went away to college, I called up an old friend and taught "him" how to play *Magic*. It was only fair, he got me interested in *D&D* years before when we were in middle school. We taught other people—had to spread the addiction, right?—but we often found it enjoyable just to play one on one (no crude jokes, please).

We spent a lot of time together, and about seven months later, he asked me out. Anyway, we've been together for 3+ years now and are getting married in May. *Magic* and true love... Life is good.

Carol L.

Co-founder of Team W.E.N.C.H.

*Must ... resist ... Spitting Slug ...
Forbidden Crypt... remark.*

WHEN GOOD CARDS GO BAD

I use the price guide for keeping my cards up to date. Last month I got to one of my cards and noticed the price went down. It was Mogg Maniac and I don't get it. The card should be worth more than \$1.25. It's my favorite card because it helps me win. I've won lots of games when I was at five life or less because of this card's ability to deal damage when it's dealt damage. Why is it only worth \$1.25?

*Julie Hines
Clifton, Ill.*

Our own price guide grandpoobah

JORDAN PULLEY

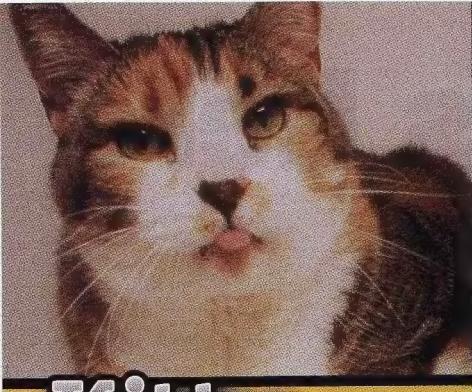
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Likes: *Magic*, *AD&D*, *Wyvern CCG*



MORE LETTERS...

Kitty Letter

the LETTER of the MONTH

as chosen by
COW NOSE,
the 50-pound cat

I've been reading *InQuest* since issue #13 and I have a few things I gotta say.

1. I'm sick of opening *InQuest* and reading letters complaining about some tiny spelling or grammar error. No one cares!

2. My second pet peeve is people writing to *InQuest* that your style is offensive. Why the hell do they read it and respond to it then?

3. For those who think that *Magic* is satanic: We are not summoning demons and sacrificing angels; all we are doing is turning pieces of paper sideways.

4. What adverse affects do you think *The Duelist's* "Oracle" will have on *InQuest*?

5. What would I have to do to get you to go weekly?

Bert Phillips
Asheville, N.C.

1. Need a job? Sounds like you have what it takes to be a copy editor.
2. Tell 'em Bert, you buttmunch.
3. Note the phrase "turning pieces of paper sideways" is TM and © Richard Garfield/WotC.
4. Fewer letters from the spelling police as they now have another magazine to write to.
5. Sign up for 48,250 subscriptions and pay 'em up front.

"Larzo" Pearson says: "Why? Because of the most basic law of economics: supply and demand. Uncommons from recent Magic sets are in big supply with millions in print. Demand for any single uncommon is not that high. Besides, most players would rather spend \$3 for a booster pack and get 15 cards, including three uncommons, than pony up a buck an quarter for a single card."

LOW-CUT BLOUSE

This letter is in response to Kathy Erickson, the girl that suggested women put on makeup and perfume before a tournament. It sounds like reasonable strategy, but after having my low-cut blouse deck fail time and time again I realized most men go to tournament to play the game. I just came back from the *Urza's Legacy* pre-release and the fact that I knew the rules, knew the cards and got both a Time Spiral and Gaea's Cradle in my starter deck was a bigger distraction than my beautiful face and voluptuous breasts. Most of these guys would rather get a Black Lotus than a shot with a knockout like me.

Cara Mapes
Port Jervis, NY

Cara's right, nothing detracts me from Magic... ummm, this envelope smells really nice. And there's a pretty flower drawn on it. Flowers, pretty. I especially like yellow ones with...

SMART GIRL

"Dungeon Master from Hell" in *IQ* #44 was hilarious. You guys come up with the funniest stuff!! Hee hee. I musta read it 3,000,000,000 bazillion times! My fave is Tom Sizewski. He's soooo funny. I am looking forward to more comics like that.

Ling Tany
Alfred, N.Y.

Fan tally, not counting moms: Tom: 1 Rick: 99,842. Yikes! This is going to be harder than I thunk. Thanks, Ling.

RETURN OF THE INKSTER

Fire Swan and I assure you it will be the downfall of the free world as we know it. Anarchy will erupt in the streets, and fire

will rain from the sky! Hanson will become mandatory listening! It's the apocalypse, people!

Rebecca Inkster
Franklinville, N.J.

Chill Becky, take a deep breath, release. Now, repeat to yourself: "I'm OK, I have a life, mmm-bop, bop, bop, mmm-bop..."

RANDOM SPELLFIRE BASHING

Probably not all *Spellfire* fans are idiots. There's always a minute chance they're under the influence of alcohol.

Teresa Burton
Indian Orchard, Mass.

Ouch! That was really uncalled for.

FRENCH GIRL

I'll try to be civil about this, but it is getting more difficult by the moment. Is there any chance that since *Spellfire* has lasted so long and with many players who still staunchly defend the game, that there might be more merit to it than you or the other "brains" at *InQuest* care to admit? I know people who find chess incredibly boring, same for bridge or *Monopoly*, but I would be hesitant to universally slam those games because of their incredible staying power and popularity. Why not support all the games that have a significant number of players. If you did that, then maybe more CCGers would buy your mag and you wouldn't have to spend so much time on RPG and board games in order to remain in business.

Rick Teverbaugh
via E-mail

For those who don't know, "Rick" is French for "Tammy." Tammy seems to be unaware of a few things. First, there are no "brains" at *InQuest*. Second, chess and *Monopoly* will never last. Sure, their first editions sold okay, but if they're supposedly doing so well where are the expansions?

MORONS

In our town there is an ongoing war between cardflopers and dicechuckers. You see, the conflict is that us cardflop-

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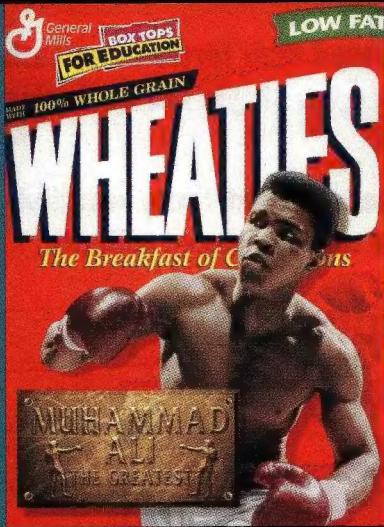
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In Search of...

BREAKFAST



InQuest Gamer seeks
**REAL
ANSWERS
TO STUPID
QUESTIONS**

To: General Mills Cereal Co.

Sirs:

Magic: The Gathering is a world popular sport with hundreds of thousands of dollars given away annually at tournaments. Is there any chance we'll ever see a *Magic* champion on a Wheaties box?

Yours truly,
 E.T. Dudley

The Wheaties marketing group takes the lead in the selection of individuals to appear on our cereal packages. However, there are some similarities in the people who have appeared on Wheaties packages. They are all championship athletes, fit a wholesome type image, have a wide breadth of appeal—and eat Wheaties regularly.

Selecting a Wheaties champion has never been an easy task, especially in a country graced with so many outstanding athletes. Although we wish we could honor them all, it is not possible.

We appreciate your interest and hope you will continue to enjoy our Breakfast of Champions.

Sincerely,
 Vanessa Paulsen

pers think that *AD&D* sucks, and they think that *Magic* sucks. What a bunch of morons!

Anyway, every Friday night, while dicechuckers sit around a table eating junk food and pretending to be important, we bust down their door, run in with blazing torches and herd them down to the sacrificial pit. Once there, we sacrifice them to the All Mighty Atog in the Sky.

Levi Crawford and Blake Elford
 Port Charlotte, Fla.

I'm not certain if Levi and Blake are, strictly speaking, chicks. But they seem to spend a whole lot of time together, even writing letters as a couple. I see marriage in their future.

I BE THE JUDGE

I've been trying to find out how to become a DCI sanctioned Judge for *Magic*. The nearest place that holds tourneys for me is Honolulu, and some of us struggling card-flopers would rather buy cards than a plane ticket. I figure having a sanctioned judge on Maui would help expand the tournament scene in Hawaii, and what better way to learn and really know the rules than to become a judge? Thanks for whatever info you can provide.

Jason "Phormat" David
 Lahaina, Hawaii

Again, I can't be certain if, anatomically speaking, Jason is a chick. So to keep with the theme, I'll get the answer from a girl at Wizards of the Coast:

Me: "Hello this is Tom Jones from InQuest, can you explain to our readers what it takes to become a DCI sanctioned Magic judge?"

Tara McDermott, DCI judge certification coordinator: "The primary way is to contact us, and we'll help you get in touch with a level III certified judge. Then there's an application process with the level III judge that includes a written exam, judging two events and having your abilities evaluated. However, if there are no level III judges in your area, you can become a level I judge just by passing the exam and judging 10 sanctioned tournaments. Note that a tournament does not need a certified judge in order to

be sanctioned. So if you live in a remote area, you can take the exam, fill out the sanctioning paperwork and judge 10 tournaments to become a level I judge. Interested people can contact me directly at DCIjudge@wizards.com for complete details."

Me: "So you're an actual girl?"

Tara: "Umm... yes."

Me: "And you actually play Magic?"

Tara: "I've been playing since Revised. I love sealed format the most."

Me: "What's your favorite Magic card?"

Tara: "Master Decoy."

*Me: "Do you like Crypt Cobras?"
 (click...)*

SECRET OF THE BUTT WOLF

While studying the *Unglued* cards, I noticed something out of the ordinary. At the bottom of the cards, it says what number it is out of 94 and has a word written after it. For example, the card Volrath's Motion Sensor says "39/94 Clockwork." When all 94 words are put together in order, does it say something? If so, what?

Daniel Rischard
 Chardon, Ohio

OK, it's painfully obvious, that after only 11 letters, we're already fresh out of chicks. I won't insult your intelligence by claiming Daniel's a girl. Unglued does indeed contain a hidden message if you read the cards in order from one to 94. The message is a list of Unglued card names that didn't make it into the set—like Chicken Choker, Butt Wolf and Squee's Play.

A LOT = ONE

I was just thinking about all the controversy between guy and girl gamers. If you really think about it, there really are a lot of girl gamers. I know one in particular. She is hot and plays some CCGs. She plays *Star Wars* and *Babylon 5*. I just wish I could get her, but she has a boyfriend. Worse yet, the lucky bastard does not play anything.

Tom Sienkowski
 Waterford, Wis.

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I bet he plays *Chicken Choker* when no one's looking. As for getting the girl, have you tried a leg snare?

WHAT TO PLAY?

My friend Ben and I need a new game to play. We are currently playing the *Star Wars* RPG and Palladium's *Rifts* RPG. We've tried *Magic*, but aren't loaded, so we could only pick up a starter deck or two. We tried the *Star Wars CCG* and found it boring. Are there any good games out there that aren't too expensive, easy to learn, fun and not hard to find?

Jarred Trouve
West Warwick, R.I.

Jacks fit your profile. You haven't really gamed until you've made back-to-back tensies. But if you want something a bit more cerebral—that means "brainy"—try Steve Jackson's GURPS. Once you learn the rules, you can play in most any setting. The basic

book is all you gotta buy and a source-book or two for whatever world in which you want to play. Tired of your current setting? Just buy another supplement and babbity-boppity-boo, you already know the rules.

SCAMMER

In the "Pig Head" letter from Tarah Towey ("InQuisition," IQ #45), Sarah accused guys of being prejudiced & biased against female gamers, but it isn't so. I myself have never met a female gamer, but I think it would be interesting. Do you think I could have Sarah's address? She said she was, *ahem*, not bad looking. I'm pretty good looking, so I'd like to get in contact with her.

Trevor Marlin
White House, Tenn.

P.S. Please!

Nice try Trevor. I think you'll go far with girls since you live in White House

and already know how to beg. I can't hook you up with Sarah, however, since you didn't send a photograph. Rule of "InQuisition" #72: No match-making without photos. And don't try the Swan trick and send one of the pictures that came with your wallet. I can tell.

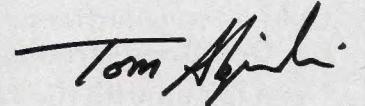
CARDFLOPPIN' BABES NEED DATES

We're students at an all-girl cosmetology school. When not in class all we do is play *Magic* and other CCGs. We've developed dozens of killer decks you guys have never even thought of. Also, we always ante up even if our opponent chooses not to because it's good practice and gives us something to play for. Our hobbies include cooking, housework and collecting comics. We'd really like to meet some of the nice guys who write to "InQuisition."

Gwendy Stacey
Gallileio Cosmetology Academy
Rouge, La.

I may have completely made up the last letter.

So, how'd I do my first time out? Wanna see me coated with Arby's Horsey Sauce and thrown to starving wombats? Think I should get paid an extra dozen donuts a week 'cause an almost all-chick "InQuisition" was such a great idea? Write or e-mail. And don't hold back, use curse words if you have to, draw obscene pictures to express your feelings if you don't write so good. But remember, I love you—every geeky one of ya. See you next month if I still have a job here.



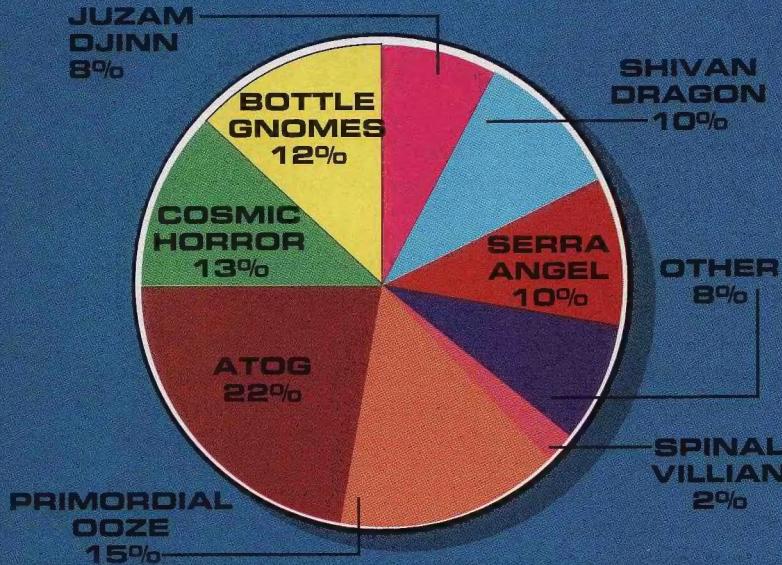
—Tom Slizeski

Tom Slizeski has kleptomania. But he's been taking something for it.

Poll Position

ONLINE
QUESTION OF
THE MONTH

IF YOU COULD TAKE ONE MAGIC CREATURE TO "SHOW AND TELL" AT SCHOOL, WHAT WOULD YOU TAKE?



While the atogs were the hands—or is it paws? claws?—down winner among the provided choices, almost half of you out there in Magicland had more destructive and disruptive plans for your time in front of the class. The Cosmic Horror and Shivan Dragon were popular among those who wanted to feed the teacher to their pets, while the Serra Angel was chosen by students who wanted to get lucky. Our favorite: the voter who decided to take "the little bunny on Illusions Of Grandeur."

Send yer letters to:
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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

*What's happening
in the world of gaming...*

news

Lights... Camera... Dragon!

"DUNGEONS & DRAGONS" MOVIE ANNOUNCED



Dungeons & Dragons

CHEESE DRAGON The "D&D" movie should have state of the art special effects, unlike this plastic lizard from the "Dragonslayer" film.

Coming soon: digital dragons and live-action dungeon crawls with absolutely no dice needed. After nearly two decades of promises, the much-delayed "Dungeons & Dragons" movie has entered the final stages of pre-production.

The \$28 million dollar film, a joint partnership between Sweetpea Entertainment and Silver Pictures, is scheduled to begin shooting on location in Prague this spring or early summer. Courtney Solomon, 28, Sweetpea Entertainment's president will direct the film. Well-known Hollywood mogul Joel Silver, best known for the "Lethal Weapon" films, will serve as executive producer.

There are three main heroes in the film, all of which are to be played by non-big name young actors: a commonplace thief, an inexperienced sorceress and a recently crowned empress.

When an evil wizard dethrones the young heir because she seeks equal rights for the rich and poor of her land, she allies herself with the other two adventurers in search of a powerful magic artifact that will help save her kingdom. The screenplay was written by Topper Lillian and Carole Cartwright, with a rewrite by Mark Leahy, none of whom have major film credits.

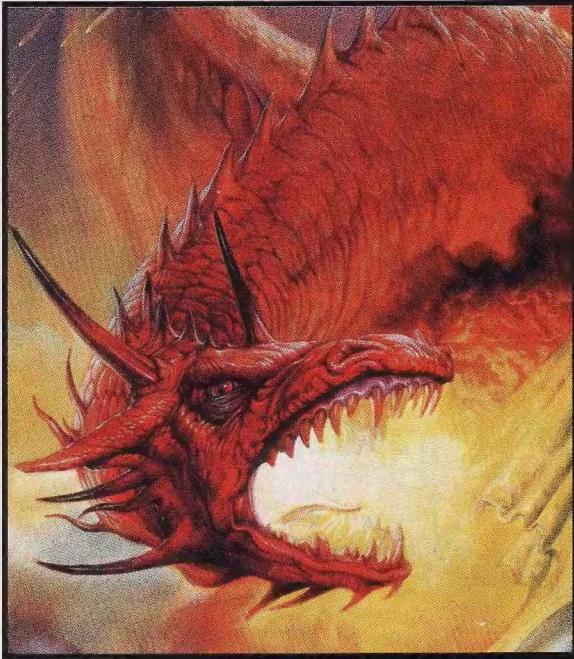
The film's special effects will be done by Station X Studios, a Santa Monica-based company that specializes in creating digital special effects and software. Station X has worked on films such as "My Favorite Martian" and Kevin Smith's soon-to-be-released "Dogma."

A live-action "D&D" movie has been bandied about since Gary Gygax tried to drum up interest in the early '80s. No serious progress was made, however, until Solomon purchased the film rights from the old TSR regime in 1991. For a brief time, it looked like the film was going to go forward; in August of 1997, a week's worth of principal photography took place, but filming was halted for unknown reasons. Nevertheless, the footage—said mainly to consist of outdoors scenes with horses and their riders—was later edited and scored. Actor Justin Whalin, a.k.a. "Jimmy Olsen" of "Lois and Clark..." fame, was cast in the role of the thief at that time, but it's currently unknown if Whalin is still involved with the project. Sweetpea Entertainment declined to discuss any details concerning the movie's storyline or possible casting decisions.

The principals involved won't confirm anything further, but from snippets of the script circulating on an internet industry dis-

"Dragonslayer" and "The Princess and the Peacock" photos courtesy of Foto Fantasies. Advanced Dungeons & Dragons is a trademark of TSR, Inc.

INSIDE



BOX OFFICE HEAT? Sweet Pea Entertainment hopes to breathe life back into fantasy films with the "D&D" movie.

cussion group, the movie looks be more serious than

fantasy shows like "Hercules" or "Xena." Don't expect to see any campy battle sequences or over-the-top characters. Fans of the role-playing game will recognize familiar magical items and equipment, but don't expect everything in the film to jibe with the sourcebooks. Plans call for the adventurers to encounter as many as a dozen traditional *D&D* monsters: orcs, goblins, elves, gnomes, trolls, etc. But it will also be true to its namesake and show the group venturing into underground dungeons and meeting mighty

dragons. Driving the plot will be the adventurers' search for a magical rod that can control dragons. Rumor has it that, near the film's climax, dozens of dragons take to the sky and battle each other, with the fate of the kingdom decided by the outcome.

Activity on this project comes shortly after the announcement that director Peter Jackson ("Heavenly Creatures") would write and direct three films based on J.R.R. Tolkien's "The Lord of the Rings" trilogy. Jackson's trio of movies is estimated to cost \$120 million and scheduled for release in late 2000 and 2001. It's likely no coincidence that this sort of major commitment by a studio to produce three fantasy films helped the owners of the film rights to the "D&D" movie start the ball rolling again.

Currently the search is on to cast the "Dungeons & Dragons" characters. Since a specific starting date and the length of filming have yet to be announced, no tentative release date has been mentioned. If filming does begin by this summer, you can expect to see it come out just as the hype begins to build for the first of the "Lord of the Rings" movies late next year.

■ *Patrick Sauriol*



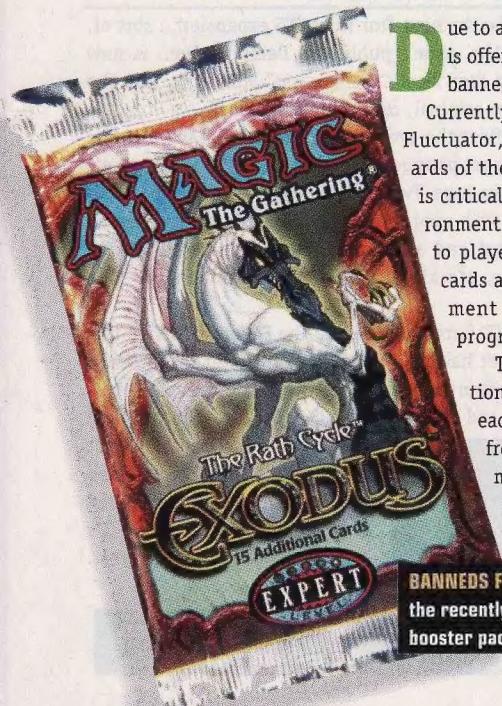
Star Wars: Phantom Menace CCGs.
PAGE 24.



Magic Linked to Devil Worship.
PAGE 26.



Magic Pro Tour L.A.
PAGE 30.



BANNEDS FOR BOOSTERS Send in one of the recently banned *Magic* cards, get a booster pack.

EXPERT

complete details and a redemption form are available at www.wizards.com.

■ *Tom Sizewski*

PLUS:

Five Rings CCGs Join DCI. **PAGE 24.**

Show Us the Toys!
PAGE 28.

Let There Be Sanctioning!

FIVE RINGS' CCGs RECEIVE DCI'S BLESSING

It's not just for *Magic* any more.

There was a time when the Duelists' Convocation International (DCI) cared only about *Magic* players. Then last year *BattleTech* cardflopers were admitted into the fold. Now Five Rings' stable of CCGs—including *Doomtown*, *Dune*, *Legend of the Five Rings*, *Legend of the Burning Sands* and *Rage*—will join the tournament sanctioning and player ranking organization.

Players of these titles will receive a different DCI card for each game in which they compete, though a single membership number will be used to keep track of their ranking for all sanctioned games. With the sanctioning of these CCGs, two new types of player rankings will also be introduced: cumulative lifetime total per game and the highest total score in the players' best six finishes annually.

And there's more. Five Rings CCGs, like *Legend of the Five Rings* and *Doomtown*, are also getting their own leagues, allowing fans to play sanctioned matches at their local stores. According to Ed Bolme, *Doomtown* brand manager, "the integration of Five Rings CCGs leagues with the DCI tournament system will provide fans with an unrivaled play environment. Two days after we announced the news, we had over 150 tournaments scheduled nationwide."

Twice a year or so these tournaments will be global in scale and



the outcome will determine an important aspect of the story. For *Doomtown*, Bolme said, "the first global storyline tournament will determine which outfit finds the motherlode. It's scheduled for May. The second will be around Halloween 1999."

Players can obtain complete info by calling (888) 4-5RINGS or by visiting the FRPG website at www.frgp.com. ■ Andrew Lupp

WE LOOKED IT UP...



RANCOR (Ran•ker)

1. Bitter dislike, spitefulness 2. In "Star Wars," a subterranean-dwelling creature to which Jabba the Hutt fed his enemies. 3. A creature enchantment in *Magic: Urza's Legacy* that grants +2/+0 and trample and bounces back to your hand if sent to graveyard. 4. What male chauvinists do whenever they see a chick. ■

Star Wars: The Phantom Menace CCGs

Young Jedi looks to be the next *Star Wars* CCG expansion... sort of. "Sort of" because the game's publisher, Decipher Inc., is now calling the existing *Star Wars* CCG, "Classic" *Star Wars*, and the new *Young Jedi* will be an original, non-compatible game.

This new game will reflect the events from the film "Star Wars: The Phantom Menace" and target younger players in the 9-13 age bracket. The core YJ set is due out in June. Two expansions have been announced to follow later this year with approximately 400 cards being released for YJ in '99. YJ's core set and announced expansions will contain all the main characters, starships and locations shown in "The Phantom Menace."

For *Classic Star Wars CCG* fans, there will be the *Endor* expansion this May and a *Death Star II* set has been announced for later in '99. After that, Decipher won't confirm its plans, but there has been talk of a possible *Hoth* mini-series and cards based on the "Star Wars" novels like



"Shadows of the Empire." A set based on the *Dark Forces* video game has also been mentioned as a possibility, though it's unlikely to see print this year.

■ Heath Scheiman

YOUNG JEDI Next *Star Wars CCG* not compatible with existing game.

JURY BOX WE REACH A VERDICT



THUMBS UP

SUPERHEROES RETURN. Few superhero-based products have caught gamers' imaginations lately.

But that looks to be changing with a new *Champions* edition in the works, and White Wolf (*Aberrant*) and Pinnacle (*Brave New World*) announcing new superhero-related games.



BARGAIN GAMING. We all love a bargain; regrettably, there aren't many to be found in gaming. That's why we give a big skyward thumb to White Wolf's new *Trinity* rulebook. Everything you need to play in a quality package for \$15. Let's hope other companies follow this lead.

KILLER SERVERS. The new massive online game *EverQuest*—originally designed to encourage cooperative play—is addressing the gripes of gamers who enjoy player vs. player combat by setting up servers where character killing is unrestricted. Now, you can play *EverQuest* in civilized or anarchy mode depending on your mood.



THUMBS DOWN

PRICE GOUGING. Foil cards are proving so popular among price speculators that boxes of *Urza's Legacy* boosters, which contain six foil cards on average, are being marked up as high as \$200 per box: They normally sell for around \$70. This hurts *Magic* in the long term.

POOR PLAYTESTING. On the heels of Tolarian Academy, which was banned less than three months after its release, six more *Magic* cards land on the banned list this month. Playtesters should be catching these broken cards long before they're sold to fans.

NO "STAR WARS" PREQUEL GAMES. Excuse us, but isn't "The Phantom Menace" release just around the corner? Why then, for the love of Luke, aren't there any "Star Wars" prequel-based games being released? Fans want to be able to play with Darth Maul while they can still remember what he looks like. ■

CONTEST WINNERS ED McMAHON IS ON THE WAY!

HELP URZA GET REVENGE Bob Kessler from Oley, Pennsylvania, will henceforth be known as "Urza's Little Helper." He identified all the artifacts correctly and walks away with every card from the Urza cycle.

DEAD MAN'S HAND: "SIZE DOES MATTER" A giant among cardflopers, Ethan Wright from Newport News, Virginia, knows that size matters. Ethan proved it, and now his collection grows by 540 cards—the number of cards in the booster box of *Urza's Saga* he won. ■

Magic Linked to Devil Worship

RELIGIOUS GROUPS RIGHT ALL ALONG

Principals, ministers and uptight moms have been proven right: *Magic* leads to Satanism.

The largest Satanist group in the United States, the Brothers of Beelzebub (BoB), claimed in a recent press release announcing a fiery end of the world that they spend most of their time playing *Magic: The Gathering* while awaiting the return of the Prince of Evil.

"We're looking for a one way ticket to hell, and *Magic* is as close as you can get without having to find something as cumbersome as a sheep to sacrifice," according to Brother Asmodeus, 22, the group's treasurer. "I started playing when *The Dark* expansion was released. Soon the cardboard ritual of sacrificing creatures to my Lord Of The Pit wasn't enough and I offered up my hamster, Mr. Chuckles, on a dark altar I constructed in my bedroom," he said.

"I too was seduced by this game when I was a mere child," said Brother Orcus, 15, newest member of the six-person group and recently named membership chairman. "Once you cast a Dark Ritual, can you ever really go back?" he questioned. "Can you again feel the sweet caress of the sun or the gentle touch of the wind on your pale cheek without flashing back to the dark sorcery you committed at the card table? I say thee nay! A thousand times nay!" he said. "Nay, nay, nay ..."

BoB favors, Rochester draft and have started a competitive league against other Satan-worshipping groups. "To further honor our dark master we play only with black cards," said Sister Sally "the Succubus" Sinkowski, 42, of the league-leading Elder Demon Initiates (EDI). "We use the other, weaker colors to make pentagrams on the floor of our temples. Also, we taunt the white cards before shredding them and casting them into the fires that are home to the supreme one," she said.

Satanists called for the "annihilation by flame and fire" of Wizards of the Coast after the company banned Darkpact and Demonic Attorney in 1994. Still, all devil worshipers agree that *Magic Sixth Edition*—which they call six-six-sixth edition—is the best thing to happen to the game since Living Death.

■ Lirpa Sloop



GIMME BACK MY DARKPACT

Satanists play only with black cards.

Superman © 1986 DC Comics. Monk photo courtesy of FotoFantasies.



info served in bite-sized chunks

NEWS BITES

• In a recent online chat, **White Wolf** revealed their sixth *World of Darkness* game is entitled "Hunter."

• *BattleTech* creator Jonathan Wiseman recently told *Wired* magazine that he has cowritten a treatment for a "BattleTech" feature film.

• Palladium Books are planning a line of novels based on their *Rifts* RPG settings. The first series will be a trilogy written by Adam Chilson.

• R. Talsorian Games has formed **Atomic Rocket Games** to take over exclusive licensing and production of *Mekton*. ARG is expected to have *Mekton Z* back in print and back on store shelves shortly.

• R. Talsorian Games is also developing a new *Cyberpunk RPG*, currently titled *Cyberpunk 2030X*.

• Little Brown and Company of London is reissuing **Terry Brooks' "Shannara"** series of books this summer with new covers by Steve Storie. Storie used many of the techniques he developed when he created the "Divide & Conquer" map in *InQuest Gamer* #46 for the photorealistic covers.



TERRY BROOKS' SHANNARA

• The upcoming *Blaze of Glory* expansion for *Decipher's Star Trek CCG* is dedicated to hand-to-hand combat with an emphasis on Klingons, Romulans and the more warlike races.

• Wizards of the Coast will release a special edition expansion to the *AD&D Core Rules* CD-ROM as part of this year's 25th anniversary of *Dungeons & Dragons*, which will allow for the creation of custom classes, support character kits from the many player's handbooks and include HTML versions of the nine *AD&D* books in the original Core Rules CD-ROM.

• TriStar will release "Heavy Metal: F.A.K.K. 2" in late August. The sequel to the classic 1981 animated film is based on Kevin Eastman and Simon Bisley's *Melt-*

ing Pot comics. Eastman's wife, B-movie queen Julie Strain, voices the lead character she inspired.

• Capcom is developing a prequel to *Resident Evil* for the Nintendo 64 entitled *Resident Evil Zero*, as well as a sequel to *Strider* for the Sony PlayStation.

• Warner Bros. Interactive has signed a multi-platform licensing deal to have Ubi Soft create games based on the WB's "The Adventures of Batman and Robin" animated series.

• Todd McFarlane Entertainment will supervise the scripting process and character design for the "Doom" feature film.

• Production begins this summer on a "Battlestar Galactica" feature film featuring CGI effects by No Prisoners; the same company who worked their magic on last month's "Wing Commander" feature.

• The home-video versions of both "Highlander" and "Highlander 2: The Quickening" will be removed from store shelves on June 30th and go on moratorium status.

• Sequels for "Blade," "Independence Day" and "Godzilla" are in the works for the near future.

• Clive Barker will write and direct "American Horror" for New Line Cinema; a horror film set against the American railroad's expansion west, circa 1866.

• Playmates Toys will soon release a talking 12-inch *Lara Croft Tomb Raider* doll, with fabric clothing, rooted hair and realistic-feeling skin.

DUE CREDIT

In *InQuest Gamer* #47 in the "For Fun and Prophet" feature, the photos labeled "Klingon at Heart," "Lizards in Love," "Funny Ferengi" and "Warp Drive & Wormholes" should have been credited to **Foto Fantasies**.

In *InQuest Gamer* #48, the picture of Kahn shown on the cover should also have been credited to **Foto Fantasies**.

■ By Sean Jordan (Sean.Jordan@sal.com) and the IQ Gamer staff

news

Show Us the Toys!

A GAMER'S GUIDE TO TOYFARE '99

Every February, an army of Power Rangers, pokémon and Barbies descend on Manhattan for the American International Toy Fair, a superconvention for the folks who buy toys for big retail chains like Sears and FAO Schwartz.

Picture entire floors decked out with Batmen and WCW wrestlers—walls and walls of 'em. Imagine rows and rows of top secret "Episode I" action figures; unfortunately, the "Star Wars" toys were so top secret we couldn't beg or wheedle our way in to see them. But we saw plenty of the other plastic goodies that dominate the toy market these days.

Of particular interest to gamers were ReSaurus's batch of *Magic*-inspired figures—big burly prototypes of the Serra Angel, Talruum Minotaur and Orgg. There's no firm word yet on when these will hit the market, but ReSaurus guesses late this summer. If they do well, Juzam Djinn, Soldevi Golem and Dakkon Blackblade are next. ReSaurus also had some cool Old West toys for *Deadlands* and *Doomtown* fans, including marshals, outlaws and bounty hunters.

Pokémon goodies were everywhere, from the Hasbro toy displays to WotC's CCG posters. There was even a Pikachu VW Beetle tooling around outside. "We're in our third print run in two months," said WotC public relations coordinator Carol Rogalski of the *Pokémon CCG*. "We can't keep them on store shelves." Look for the first expansion, *Jungle*, in June.

The eagerly awaited *Final Fantasy VIII* PlayStation game has just been released in Japan to screaming mobs, and Bandai is releasing six new action figures from the game this year, including husky hero Squall Leonhart and cute Rinoa Heartilly. At six inches, these bad boys 'n' girls loom over last year's batch, all of which were a mere four inches tall.

The one true G.I. Joe is back! According to Hasbro reps, the fuzzy-headed, 12-inch doll did so well in the collector's market that, after decades, he's returning to toy stores everywhere. Keep an eye out for the Joes of Desert Storm, Delta Force and even as an entire series of heroes, Rough Rider, Teddy Roosevelt and Apollo astronaut Buzz Aldrin among them. Alas however, the kung-fu grip is long gone. ■ Paul Sudlow



PLASTIC PERFECTION Serra Angel in all her feminine goodness thanks to ReSaurus.

Serra Angel photo by Paul Schmid.

Black Sunday

DARK MAGIC DOMINATES AT PRO TOUR LOS ANGELES

If you want to get your opponent down to zero life, but have some for yourself, there's nothing like three Corrupts and a Pestilence to do the trick. It probably also doesn't hurt to have a name more than twice as long as your opponent's.

Steven O'Mahoney-Schwartz of Boston overwhelmed last year's Pro Tour Player of the Year Jon Finkel in the final round of Pro Tour Los Angeles the last weekend in February by drafting an insanely strong mono-black deck. Game after game, the dreaded Pestilence/Corrupt combo came into play. The Pestilence allowed O'Mahoney-Schwartz to do damage to all creatures and players equal to the number of black mana he pumped into it, while the Corrupts hit his opponents for damage equal to the number of swamps he controlled, gaining him an equal amount of life. Anything of Finkel's which survived this one-two punch, O'Mahoney-Schwartz zapped with a Befoul. If that wasn't bad enough, Unnerve, Cackling Fiend and Duress served to force Finkel to discard precious cards from his hand. With such a supercharged deck O'Mahoney-Schwartz's only loss in the best of five final match came in game three, when Finkel's Monk Realist showed up in time to destroy the dominating Pestilence.

Realizing the weaknesses of playing a mono-color deck, even in Draft format, O'Mahoney-Schwartz drafted a bit defensively, picking but not using two Runes of Protection: Black and a Disciple of Grace, thereby reducing the cards that his opponents might have to use against him.

O'Mahoney-Schwartz came into the final eight ranked third. It was a tough road into the top bracket and he only narrowly defeated his own brother. "I feel really bad about it," he said afterwards. He also had a hard time beating Terry Lau, another finalist, in the eleventh round. "I barely won with virtually no time left in the match."

The champion netted a check for \$25,000, and his first Pro Tour win; he came in second at PT-Paris and is the master of the Grand Prix, with two Grand Prix wins and three top eight finishes. Finkel had no choice but to console himself with the \$15,000 prize for second place. Mike Long, fresh from his victory at the *Duelist* Invitational (see story on next page), took eighth place and a prize of \$4300. In fact, four of the *Duelist* Invitational invitees were in the top eight, including O'Mahoney-Schwartz.

The tournament was held on the *Queen Mary*—yes, the big cruise ship—while it was docked in Long Beach, California. There were 338 players at this, the 18th Pro Tour event. And this may have been the first Pro Tour with a serious injury, as

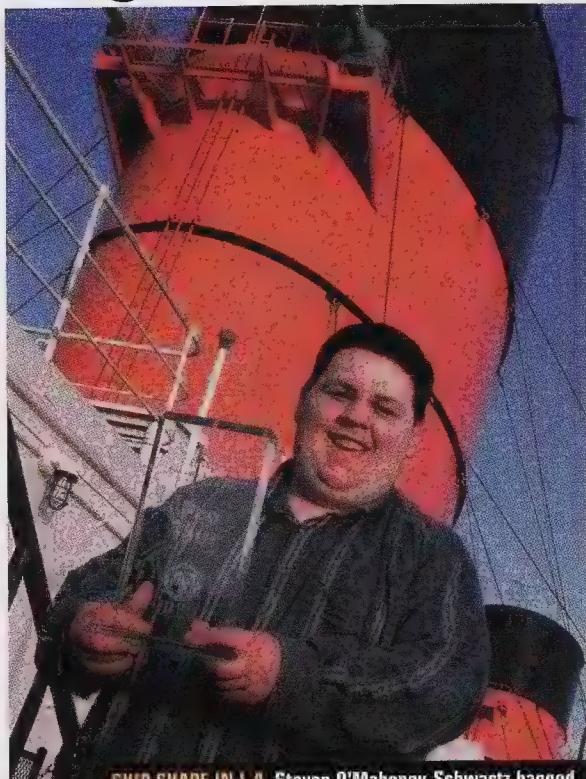
PRO TOUR L.A. WINNING DECK

BLACK:

- 3 Befoul
- 1 Blood Vassal
- 1 Bog Raiders
- 1 Cackling Fiend
- 2 Carrion Beetles
- 3 Corrupt
- 1 Dark Ritual
- 1 Despondency

LAND:

- 1 Duress
- 2 Hollow Dogs
- 1 Pestilence
- 2 Phyrexian Ghoul
- 2 Unnerve
- 1 Unworthy Dead
- 18 Swamp



SHIP SHAPE IN L.A. Steven O'Mahoney-Schwartz bagged \$25,000 by winning *Magic* Pro Tour Los Angeles.

a luckless Danish player cracked his head on a metal box, requiring a quick hospital trip and stitches, forcing him out of the main event. Also at the Pro Tour were the Junior Super Series Western Division championships; Adam Prokopin and Rodney Burt, Jr. won the ages 15-17, and 14-and-under categories, respectively.

The next Pro Tour takes place in New York, April 30-May 2, and will be played in Constructed *Urza's Saga* block format, with invitations based on Standard ratings. ■ *Rick Moscatello*



DUCH AND DOUBLE DUCH! Pestilence and Corrupt caused much pain.

Long Wins Contest of Champions

The 16 best *Magic* players in the world received all-expense paid trips to Barcelona, Spain, for the third annual *Duelist* Invitational tournament held this past February.

After four grueling days of play, Norway's Sturla Bingen ended up in the finals against perpetual powerhouse Mike Long of the United States. The finals, which were played using the Classic (Type I) format, pitted Long's trademark Necro deck against Bingen's Tolarian Academy-based deck. In a tense match, Long prevailed 3-2.

As a prize for winning the Invitational, Long will get to design his own card and have it included in a future expansion. When asked about the card, Long only shook his head. "I don't know what the card will be yet. I hadn't planned on winning," he said.

Competitors invited to the Invitational were chosen based on various accomplishments such as winning a Pro Tour or holding the number one spot in DCI rankings. Their skills were tested in a variety of play formats

including traditional ones like Classic and Standard, but players also had to cope with some unorthodox ones as well. In one portion of the tournament each player received an identical card pool with which to build a deck.

This was the first title event to be played using *Sixth Edition* rules.

■ *Alex Shvartsman*

LONG WAY TO THE TOP Mike Long wins in Spain.



MAGIC UPDATES

RULE CHANGES AND OTHER TECHNICALITIES

BANNED AND RESTRICTED

Changes effective April 1, 1999.

- Standard Constructed: Dream Halls, Earthcraft, Fluctuator, Lotus Petal, Memory Jar, Recurring Nightmare and Time Spiral are banned.
- Urza Block Constructed: Memory Jar, Time Spiral and Windfall are banned.
- Classic-Restricted Constructed: Memory Jar and Time Spiral are banned. Candelabra Of Tawnos, Copy Artifact, Maze Of Ith and Mishra's Workshop are unbanned.
- Classic Constructed: Time Spiral is restricted. Maze Of Ith is unrestricted.

ERRATA

- Cloud Of Faeries, Great Whale, Palinchron and Pere-

TOP GUNS MAGIC SHARPSHOOTERS

WORLD'S 10 BEST MAGIC PLAYERS

1. PLAYER OF THE MONTH

BRIAN SELDEN, 18, from San Diego, CA
DCI STANDARD RATING: 2144

JOB: Student

FAVORITE MAGIC CARD? Survival of the Fittest/Recurring Nightmare.

FAVORITE NON-MAGIC ACTIVITY? The Beach!!!

FAVORITE FOOD WHILE PLAYING

MAGIC? Pizza ("Yeah, I wear sleeves.")

FAVORITE TV SHOW: "The Simpsons"

HIS SECRET FOR LASTING YOUTH: Twinkies and Spam

BIO IN BRIEF: 1998 was the "Year of Magic" for Brian Selden, since it was the first year he ever played on the Pro Tour. The new kid in town demonstrated his stuff in a big way: winning Worlds, coming in 9th at the U.S. Nationals, 18th at the GP-Indianapolis, and making top 32 at the PT-Chicago. He also joined Team Mogg Squad, with the official title of Goblin King.



SELDEN

2. DARWIN KASTLE, Allston, MA, USA

DCI STANDARD RATING: 2094

3. SCOTT R. JOHNS, Northridge, CA, USA
DCI STANDARD RATING: 2066

4. GARY KRAKOWER, Toronto, ON, Canada
DCI STANDARD RATING: 2059

5. JON FINKEL, Fanwood, NJ, USA
DCI STANDARD RATING: 2055

6. GLYEB G. KOUMASINSKI, Columbia, MD, USA
DCI STANDARD RATING: 2047

7. MICHAEL LONG, Charlottesville, VA, USA
DCI STANDARD RATING: 2046

8. ADAM D. VINCENT, Longwood, FL, USA
DCI STANDARD RATING: 2044

9. MIKE BREGOLI, Southwick, MA, USA
DCI STANDARD RATING: 2040

10. CHRISTOPH O'LEARY, Malden, MA, USA
DCI STANDARD RATING: 2038

grine Drake now have a new wording: "When [this creature] comes into play, if you played it from your hand, untap up to [the appropriate number of] lands."

Remember that "played" is not the same as "put into play." These creatures won't untap any lands if you bring them into play with Sneak Attack, for example.

• Priest Of Gix has the following errata: "When Priest Of Gix comes into play, if you played it from your hand, add BBB to your mana pool."

This new errata doesn't fix any rules loopholes; rather, it's designed to deal with a recent rash of combo decks involving "free" creatures. However, some combos still work. For example, with a Mana Flare in play, a Palinchron and six lands will give you unlimited mana.

Coming Soon

RELEASE OF THE MONTH

Seventh Sea Player's Guide and Game Master's Guide

by Sean P. Fannon

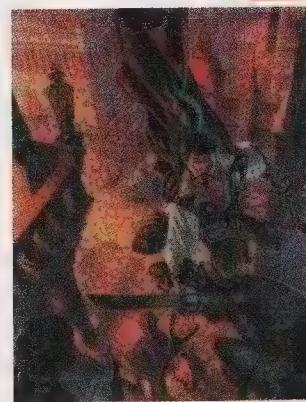
CATEGORY: Roleplaying Game**FROM:** Alderac Entertainment Group**RELEASE:** April**COST:** *Player's Guide* \$24.95, *Game Master's Guide* \$29.95

THE GIST: What the award-winning *Legend of the Five Rings* RPG did for Japanese-flavored medieval fantasy, this new offering from the same creators promises to do for swashbuckling high seas adventure. Instead of medieval-era swords-and-sorcery, *Seventh Sea* players will romp about the later years when frilly coats and powdered wigs were manly things to wear.

In the new and compelling world of Theah, dueling pirates meet dangerous sorcerers on the high seas, in intrigue-filled courts and among ancient ruins. Lead Developer John Wick offers, "Yes, there are musketeers, pirates, secret societies, exploration, intrigue, nations at war and everything else that made the 17th and 18th centuries cool." In other words, "Ladyhawke" fans and Scarlet Pimpernel wannabes will be dabbing away the perspiration with scented hankies waiting for this game.

He goes on to explain the flavor of the game as being one of cinema rather than realism. "*Seventh Sea* is a game system that emphasizes drama, not reality: People don't go to action-adventure movies because they emphasize reality; they go to action-adventure movies because they're fun." In other words, expect to get away with outlandish acts of heroism and derring-do. Failure to swash your buckle could result in your feathered hat being confiscated.

Using the "classic" approach to RPGs, there is both a *Player's Guide*, which is fully oriented towards a character's life and times in the world of Theah, as well as



BUCKLE YOUR SWASHES High adventure on the high seas can now be yours without leaving the dock.

a separate *Game Master's Guide* chock full of campaigning information and those all-important secrets that give the GM insight into how Theah and the players should interact. Both books are bound in a new fashion John calls "lay-flat binding," which means you can leave the book open to a key page during play without propping it open.

Anyone familiar with Rokugan from *L5R* products knows how much lavish detail and exquisite flavor these guys are capable of. The imagination boggles at what they will do with "musketeers meet monsters and magic." We see a rise in cutlass sales and fencing lessons in the coming months.

A LONG-EXPECTED PARTY

CATEGORY: Collectible Card Game Expansion

FROM: Iron Crown Enterprises

RELEASE: April

COST: \$10.00

THE GIST: The *Middle-earth* CCG gets a whole new look and feel with this new series of scenarios and sites to use. Complete with stories and full descriptions of such places as the citadels of the Witch King and Bilbo Baggin's Shire, the game caters to the player who is truly in it for the sheer joy of Tolkien's great works. You play to accomplish a goal, such as protecting the Shire or gathering trinkets and toys for Bilbo's wondrous birthday party—something the more cutthroat tournament players might learn a thing or three from.

ALTERNITY: THREATS FROM BEYOND

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: April

COST: \$19.95

THE GIST: Okay, so your *Stardrive* campaign has gotten into a bit of a rut, eh? Tired of having your heroes chase marauders and pirates across the space lanes? Bored with exploring strange new worlds, blah blah blah? There's nothing like a good old-fashioned alien invasion to spice up the galaxy, that's what we say. This book is full of everything you need to alter the face of your campaign forever, including early-seed rumors of the oncoming threat, details of who's doing what to whom and tips introducing the new alien lifeforms into your game—especially the ones who don't get all friendly when you give them candy and a phone.

BABYLON 5 WARS, 2ND EDITION

CATEGORY: Board Game

FROM: Agents of Gaming

RELEASE: April

COST: \$49.95

THE GIST: You bank into a tight roll, hit the port thrusters for half-a-second, and try to refocus your eyes faster than the Centauri on your tail can adjust. The crosshairs line up and you let loose with flaming hot death. If you have dreams like this on a regular basis, you've been waiting for this boxed set of pure *B5* gaming action. Revised and expanded, it comes complete with everything you need to live out your fantasies of fighting the great battles that plunged Earth, Minbar, Centauri Prime and everyone else into utter chaos. White Stars and Thunderbolts are included, but please remember, they're only miniatures; you can't really get inside them.

BACK EAST: NORTH

CATEGORY: Roleplaying Supplement

FROM: Pinnacle Entertainment

RELEASE: April

COST: \$20.00

THE GIST: Well, pard, ya'll been wantin' ta know what's what back in the tin-horn lands o' the east. Now you get to find out in this first of a two-book series that unveils the land of the free and the home of the brave in the days of the weird west. The Civil War didn't quite go as expected, and life teeters on the brink between normalcy and wild adventure for those who still call themselves Americans. Magic-driven cars and horse-drawn carriages make for a whole new kind of traffic snarl in the streets of Boston and New York, and you don't even want to think about the new kinds of city crime; you sarsaparilla-drinkin' Yankees don't have the stomach for it.

CHILDREN OF THE NIGHT: CREATED

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: May

COST: \$18.95

THE GIST: No one builds 'em like these anymore. Thirteen unique golems, all created by sorcerous means for nefarious purposes, are set loose with their own stories, powers and goals. Complete with adventures that can be single-shot game sessions or the basis for entire campaigns, the latest in the line of popular guidebooks is great for any *Ravenloft* or *AD&D* game where the dungeon master wants to scare the bu-jeesus out of his players. Forget Frankenstein; these abominations define the dreams of mad scientists and alchemists everywhere.

DAIKATANA

CATEGORY: Computer Game

FROM: Eidos Interactive

RELEASE: May

COST: \$49.99

THE GIST: *Doom*. *Quake*. If you know these names, you know what truly intense action gaming is about, and *Daikatana*'s legacy lies in those names. Quite possibly the most visually stunning and intense game ever done, the story centers on an ancient mystical Japanese sword, time travel, and devils and demons galore. By all accounts, this will be the next huge thing in deathmatch multiplayer gaming. Though single-player detail is impressive this



time around, we all know what the real deal is: This could be the multiplayer gore fest we've been waiting for.

DARK LORE

CATEGORY: Board Game

FROM: Griffin Games

RELEASE: April

COST: \$24.99

THE GIST: Don't you hate it when your more "normal" friends drag out *Trivial Pursuit*, and you get to watch some guy named Pete rattle off the answers to every single question about sports and geography while you look morosely at that one pitiful piece of plastic pie that you got for knowing the one "Star Trek" question and want to throw up? You are avenged, my friends! Covering topics like sci-fi and horror movies, supernatural monsters and magic, and comedic horror, this trivia game will finally make you the party stud and let Pete play the gimp for once... unless of course you're ugly and your momma dresses you funny.

DOOMTOWN: MOUTH OF HELL

CATEGORY: Collectible Card Game Expansion

FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.49 per booster

THE GIST: Gomorra gets weirder and nastier yet as 181 new cards are added into the insanity that is *Doomtown*. Wanna know the deal on the secret motherlode of ghost rock? Well, this set brings it around. Look for new action cards for harrowed dudes, which may tip the scales of the weird west in favor of the damned. Gomorra is not a sane place, after all. And if your lookin' to corral the whole set, six of the new cards can only be found in the starter decks, so get ready to round 'em up the hard way.

DRAGONLANCE 15TH ANNIVERSARY COLLECTION

CATEGORY: Roleplaying Game

FROM: TSR

RELEASE: May

COST: \$25.95

THE GIST: A decade and a half have passed since Margaret Weis and Tracy Hickman made "gaming novels" cool with their first blockbuster "Dragonlance Chronicles" trilogy. News of their return to the lands of Krynn has *AD&D* and fantasy fans drooling worldwide. This all-new look at the original world and game material lets you recreate the adventures of Tanis, Sturm, and Raistlin or ride along side these legends with your own new characters. Only you, the dungeon master and fate can decide what will happen to you in Krynn, the land where dragons roam and gods dabble in the lives of

mortals. Both *SAGA* and *AD&D Second Edition* rules are supported this time around.

DUNGEONS & DRAGONS GAME

CATEGORY: Roleplaying Game

FROM: TSR

RELEASE: April

COST: \$9.95

THE GIST: In the beginning, there was nothing. The tables were bare of dice, chips and scribbled notes of prophecy, and no players sat on the edge of their seats awaiting the next words of their game master. Then, there was *Dungeons & Dragons*, and all was good and right with the world. Over a quarter of a century later, the most popular RPG of them all is back and better than ever, looking to get its dragon claws into a whole new generation of gamers. TSR returns to its roots with a completely revised version of the game that started the coolest hobby known to man, with a 32-page rulebook to ease the anxious newbie into the basics, and a 32-page adventure book to get that wet-behind-the-ears GM up and running. Heck, even the dice are included! What more could you want?

LEGEND OF THE FIVE RINGS: PEARL EDITION

CATEGORY: Collectible Card Game

FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.99 per booster

THE GIST: The best games get better with age, and the *L5R CCG* is a prime example. A fantastic starting point for new players as well as a real opportunity for collectors, this edition—not expansion, mind you, but edition—features a ton of old favorites plus 12 all-new cards, revised borders to boost collectability, and a nifty-keen honor spinner to add that touch of class and make all the wannabes go "oooh." *IQ*'s choice for 1998's designer of the year, Dave Williams, is behind this set, ensuring it as a must-have for all fans and an ideal sealed-deck set. If you do not buy these cards, they will be dishonored and messy seppuku will follow.

MAGIC: THE GATHERING CLASSIC

CATEGORY: Collectible Card Game

FROM: Wizards of the Coast

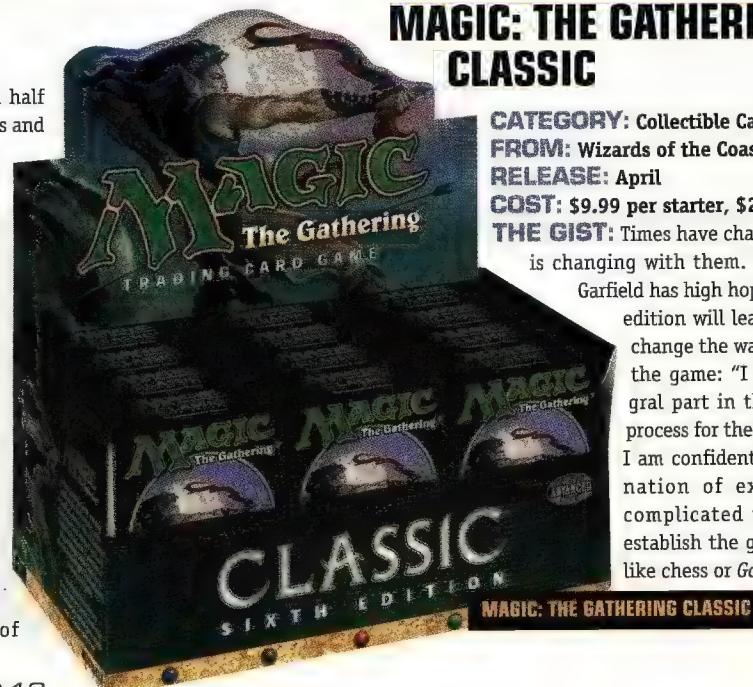
RELEASE: April

COST: \$9.99 per starter, \$2.99 per booster

THE GIST: Times have changed, and *Magic* is changing with them. Creator Richard

Garfield has high hopes that this new edition will leave its mark and change the way people look at the game: "I played an integral part in the reevaluation process for the *Classic* rules and I am confident that the elimination of extraneous and complicated rules will help establish the game as a classic like chess or Go." Get the scoop on *Classic* on page 38.

Magic: The Gathering is a registered trademark of Wizards of the Coast.



also Coming SOON

MARVEL SUPERHEROES: FANTASTIC VOYAGES

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: April

COST: \$8.95

THE GIST: It's not called the "World's Greatest Comics Magazine" for nothing! Live the life of the Thing, the Human Torch, the Invisible Woman and the icky-wiggly Mister Fantastic. Or alternately, you can take on their arch-foes with your own characters, testing their fortitude against the forces the Fantastic Four have faced (Stan Lee, eat your heart out). Either way, this collection of stories and adventures features some of the deadliest and coolest villains in Marvel history, including the skrulls, the world-eater Galactus, the Frightful Four, and, of course, the unconquerable Doctor Doom. Make yours Marvel! Excelsior!

PRINCE OF PERSIA 3D

CATEGORY: Computer Game

FROM: Broderbund

RELEASE: May

COST: \$49.95

THE GIST: In 1989, a cool hybrid of action and adventure was created with the release of the wondrous and exotic *Prince of Persia*, and now, those adventures have moved on to a whole new level of intensity. With bleeding-edge 3D graphics and animation, this one promises to leave you breathless as you fight, leap and explore your way through a fantastic vision of 12th-century Persia. Combining coordination, reflexes, and logical thinking, this is one game for the true connoisseur. Grab your camel and your magic lamp and hang on for the ride of your life.

THE THOUSAND HELLs

CATEGORY: Roleplaying Supplement

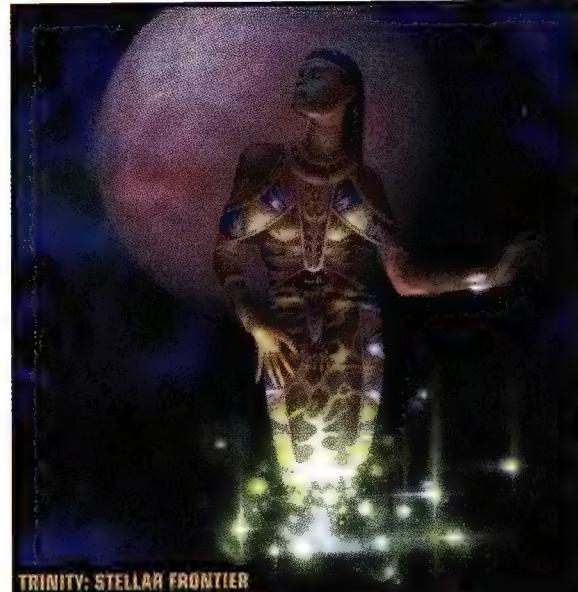
FROM: White Wolf Studios

RELEASE: May

COST: \$17.95

THE GIST: Remember that scene in the classic "Big Trouble in Little China" where Wang tells Jack about the Thousand Hells of the Chinese as they're about to drown in the elevator? Welcome to the real thing, bucko! The nightmare continues for the Western supernaturals as they are exposed to the frightening, twisted unreality that makes up the other world of the East. The Yama kings, their akuma and just where the Eastern Demons fit into everything is explained, and the coming of the Demon Emperor of the Sixth Age makes this a vital book to the cosmology of the "Kin-

dred of the East" line.



TRINITY: STELLAR FRONTIER

CATEGORY: Roleplaying Supplement

FROM: White Wolf Studios

RELEASE: May

COST: \$19.95

THE GIST: In the blink of an eye, they carried humanity across the cosmos and expanded Earth's presence in the universe. But one day, they simply vanished, leaving the extra-solar colonies stranded and Earth foundering without a means to reach across the stars. They are the Upeo wa Macho, and they are back with a vengeance. Everything you want to know about this mysterious psionic order is revealed, including why they left and what brought them back—including the terrible threat heralded by their return.

WRAITH: THE GREAT WAR

CATEGORY: Roleplaying Game

FROM: White Wolf Studios

RELEASE: May

COST: \$25.95

THE GIST: Ghostly dogfights in ethereal biplanes over the realm of the dead? Only White Wolf could bring you something like this. As the world is plunged into "The War to End All Wars," so too are the Shadowlands sliding into a civil war that threatens to destroy everything that Oblivion could not. The greatest wraith of all, Charon, has gone missing, and the massive amount of death in the trenches of Europe has stirred the afterworld into a frenzy of catastrophic proportions. Like *Vampire: The Dark Ages* before it, *Wraith: The Great War* provides an alternate setting for your favorite World of Darkness game.

Although he lives back east, Sean Patrick Farnan plans on taking a fantastic v. voyage across the Seventh Sea to visit the Prince of Persia where he'll enjoy a long-expected party.

Final Fantasy





The future of *Magic* is the new *Classic Edition*. You'll never play the game the same way again.

So you thought Hammer of Bogardan was a relic of the past? Think again. The most powerful graveyard card of all time is coming back unchanged in *Magic's* next set.

Did we massage a Ouija Board for that nugget of info, or swirl up our crystal balls? Nah, we went to the source, Wizards of the Coast (WotC), and asked them what was in store for *Magic's* future. In late April, WotC will release the sixth edition of its basic card set; entitled *Classic Edition*, this new set will shake up *Magic* like none before it, changing some of the core spells and creatures, even the way we play the game, in an effort to streamline *Magic's* rules system. For a future forecast on *Classic Edition* and some of *Magic's* other end-of-the-century products, break out your own Tarot cards or you can just read on a little further...

Classic Edition

Hammer of Bogardan is in. Necropotence is out. The core *Magic* cards, which almost all tourneys revolve around, are changing big time. According to *Classic Edition* lead designer Bill Rose, "*Classic Edition* is supposed to shake up the tournament environment. We tried to bring back cards we thought were popular. Hammer of Bogardan seemed like a natural. I don't think it's too strong, but it's good and people like it." When asked why Necropotence was removed, he explains, "When good cards come in, good cards have to go—the top 100 can only have 100 cards! We intentionally try to change the environment so the same decks don't always win... Necro will come back. Not this year and probably not next year, but some day Necro will come back."

What's Out

Fifth Edition had 429 cards in it, but *Classic Edition* is only going to have 330 (plus basic land). Since new cards rotated in from *Alliances* and the *Mirage* block (plus a few commons and uncommons from *Tempest*) make up 50 percent of *Classic Edition*, that means a lot of *Fifth Edition* cards had to go. Rose explains that "some cards were easy to cut." For example, nobody is going to miss Hippopon and Reef Pirates. Ditto for Helm of Chatzuk, Ironroot Treefolk or Shield Bearer. A lot of the weaker card "chaff" from *Fifth Edition* is gone.

Many more got the ax because they use a game mechanic that is only being supported in Expert-level sets. Since *Classic Edition* is an Advanced-level product, it is intended to be an intermediate step between Starter-level products like *Portal* and Expert-level sets like *Tempest* and *Urza's Legacy*. That means the set's designers tried not to put anything into *Classic Edition* that might confuse new players. Thus, Benalish Hero and all the other creatures with Banding got cut. They also removed all creatures with Protection from Color. That means no White Knight, Black Knight, Whirling Dervish, Sea Sprite, Knight of Stromgald or Order of the White Shield.

by Randy Buehler and the IQ Gamer staff

1,017 MAGIC CARDS

That many or more cards will be released throughout the rest of the year for Magic's upcoming '99 projects. Let's take a look at the calendar over the next year:

JUNE: URZA'S DESTINY

The conclusion to the Urza's trilogy sees our heroic planeswalker struggle across Dominaria and finally put an end to the Phyrexian invasion. In addition to developing the echo and cycling mechanics, *Destiny* expands on "leaves play" effects and presents us with another four preconstructed decks. "Battle Surge" controls the environment with stalling tactics to stymie your opponent while you use surprise, "without summoning sickness" creatures to attack. Blue creatures are nigh unstoppable when powerful enchantments are played on them in the "Enchanter" deck. "Assassin" employs a swarm of black weenies, discard effects and creature elimination to kill everything in sight. Finally, "Fiendish Nature" relies on quick mana sources to call upon big green monstrosities faster and sneaks in a little black for graveyard manipulation.

JULY: MAGIC: THE GATHERING STARTER

Portal has been fairly well received as a way to learn the

game, but it's being phased out in favor of *Magic: The Gathering Starter*. It's basically the same thing, just with a friendlier name, and should do just as good a job of teaching beginners the basics.

OCTOBER: ARCHIMEDES

It's not the real name of the next standalone *Magic* set; Archimedes is just the code name they're using. Now, in real life, Archimedes was a Greek physicist who messed around with gravity and invented the lever. Maybe there will be real cool gravity tricks in this one. Or maybe it's named after that stupid owl in "Clash of the Titans," so expect cards like It's For The Birds and Nocturnal Barndweller. We can't wait to tear open some booster packs and get our hands on those hoo-ters.

FALL: MAGIC: THE GATHERING CD-ROM ENCYCLOPEDIA

All the *Magic* cards on one CD-ROM? Yep, the *Magic Encyclopedia* has that and more: complete card lists; comprehensive deck-building and deck-analysis features; up-to-date errata, card text changes and rule additions. Plus, you can savor all the actual cards—Serra Angel, Juzam Djinn, Jester's Cap, etc.—in full-color glory.

Trample's out too. So War Mammoth is gone, but they still printed Argothian Swine and Child of Gaea in *Urza's Saga*, and WotC will continue to print trampers in the future, just not in the basic set. "There are enough cards that we can make *Classic Edition* both simple and powerful," says Rose. Poison is another mechanic that you won't find in *Classic Edition*. Good-bye Pit Scorpion.

Some individual cards were deemed too complicated for an intermediate-level set. You and I may understand Magical Hack and Dark Ritual just fine, but for beginners or players who don't read up on the latest rulings, these cards can cause confusion. The rule about how to cast Dark Ritual has changed three times in the last two years! This philosophy helps explain why Incinerate is out and Shock has replaced it in *Classic*.

Even removing all these cards, the design team still had a lot to cut, so a bunch of cards got caught in a "numbers crunch." Force Spike and Murk Dwellers, for example, are perfectly reasonable cards, but they only had room for so many commons of each color.

What's In

In order to figure out what cards should be put into *Classic Edition*, the designers took a look at all the lists from the top eight decks at last year's regional championships. They knew that *Classic Edition* would make up around 20 percent of the pool of legal cards in Standard tournaments, so they calculated the 100 most played cards from Regionals' top decks and put 20 of them in the set.

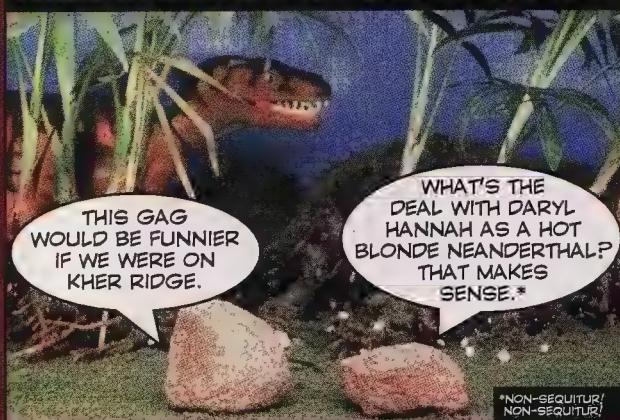
InQuest Gamer Presents:

A Completely Unreliable History of

MAGIC

The Gathering

In the days when dinosaurs walked the Earth and Enik the good Sleestack was lustng after Holly, *Magic* cards were just rocks.





OUIJA BORED? Tired of the same old *Magic*? Well, *Classic Edition* is really shaking things up.

Look for popular tournament cards like Chill, Uktabi Orangutan and Hammer of Bogardan to resurface at Standard tournaments in the near future. Also look for River Boa and Pillage—they're getting rotated in too. A number of the popular tournament cards from *Fifth Edition* remain in *Classic*. Armageddon isn't leaving, and neither is Earthquake or Llanowar Elf.

There are, of course, lots of old classics and basic, staple cards in *Classic Edition*. Giant Growth, Bog Wraith and Prodigal Sorcerer are all in and "probably always will be." Disenchant, Counterspell, Drudge Skeleton and Elvish Archers also make return appearances. Some new classics like Shock and Pacifism are in *Classic Edition* and will probably stay in the basic set for many years to come.

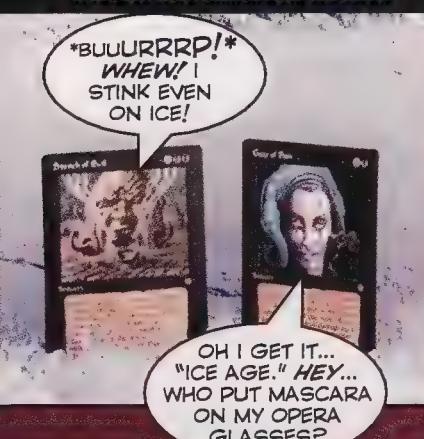
But then came the Ice Age and all but the
hardiest and most warmly dressed
creatures were snuffed from the Earth.

In the Middle Ages, famine and pestilence threatened
to kill everyone with an English accent.

Then France surrendered.

A few older cards that have probably been gathering dust in your closet are also making their return. Mana Short is back along with Obsidian Golem and Fire Elemental. Multiplayer players will be happy to know that Syphon Soul is being brought out of retirement too.

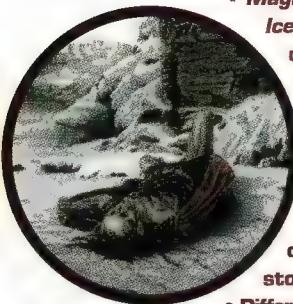
Finally, a lot of "first chancers" from *Alliances* and the *Mirage* block got rotated in. Creeping Mold is in *Classic Edition*. So are Volcanic Dragon, Celestial Dawn and Final Fortune. Infernal Contract is in, though it may not be as powerful without Cadaverous Bloom or Squandered Resources to go with it. The artifact-or-land-destroying Pillage is also in and might allow red decks to return to a more control form like the old-school Sligh decks.



FUTURE IMPERFECT

There have been a lot of future plans for *Magic* in the past that never quite worked out. Here are some of the most infamous:

- **Magic Dead in '94:** Did you know that *Ice Age* was originally going to be a different game, possibly with different card backs, and that "The Gathering" was going to be phased out? The idea was to retire the basic set and repeat as much as 50 percent of it in *Ice Age*, which would then be the only game in town. Public outcry stopped this plan.



• **Different Colored Backs:** The first *Magic* expansion set came close to having different colored backs. *Arabian Nights* was always intended to blend in with Beta, but WotC thought people might want to know which expansion sets their opponents were playing with. Can you imagine if every expansion set had different backs? All you'd have to do is look at the top of your deck and you could probably figure out what card you'd be drawing. Common sense won out and the *Arabian Nights* card backs were changed to match Beta.

• **Poison...Bad!** *Urza's Saga* was almost loaded with poison creatures, but the designers decided that the cards weren't up to their normal high standards of quality, so they axed them all.

• **All-time Worst *Magic* Card:** Another card that didn't quite measure up to the design team's high standards was the Jinxed Brooch. This card almost appeared in *Exodus* and was designed to combo with Jinxed Idol and Jinxed Ring. Jinxed Brooch would require your opponent to sacrifice a non-Jinxed permanent whenever he took damage during his upkeep. However, without the combo, Jinxed Brooch was "possibly the worst card in *Magic*," says Rose, and so they scrapped it.

Rules Changes

The biggest impact of *Classic Edition* will probably not come from the changes to the card pool, but instead from the rules changes that accompany it. Lots of people have complained that the rules have gotten too complicated, what with all the rulings and errata that have come out in recent years. All those patches (not to mention a couple of literally unanswerable questions) are evidence of a problem. "The basic structure of the rules was beginning to break down," explains Rose. "We felt it was better to have a little pain now so we'll have a rules system that will last and *Magic* can become a classic game like chess or Go."

Here are some of the bigger rules changes and some examples to help ease you into the new *Magic*:

- **Combat:** It sees the biggest changes. First of all, tapped blockers do damage. It will no longer do you any good to tap your opponent's creature after he declares it as a blocker. While this makes tap effects like Jolt and Master Decoy a little bit weaker, any creature with a creature ability that requires you to tap it is better.

Example: A 1/1 Prodigal Sorcerer can single-handedly take down a 2/2 by blocking it and then shooting it. The 1/1 Angelic Page can also take down a 2/2 by pumping itself up before damage is dealt.

- **Damage Prevention:** Combat damage works differently now too. There used to be a really complicated series of damage prevention steps, but now damage prevention spells work like anything else—you cast them in response to whatever damage you want to prevent.

Example #1: If I block your 2/2 Grizzly Bears with my 2/2 Pearled Unicorn, they deal two damage to each other and then I can respond to this damage by adding a Healing Salve to the stack. When my Healing Salve resolves it creates a three-point damage "shield" around my creature. The shield will prevent the next three points of damage dealt to my Unicorn until the end of the turn.

Example #2: If my 4/4 Serra Angel is blocking your 4/4 Sengir Vampire I can let the creatures deal damage to each other and then cast Unsummon on my Angel. Since Serra already dealt her damage, your Vampire will still die. However, my Unsummon means Serra isn't around to receive the four points from the Vampire.

- **Death at Zero:** Remember all those annoying Pros-Bloom decks that would cast Vampiric Tutor and Infernal Contract until they were at zero life? Sometimes they'd even drop down to negative 10! However, one big Drain Life later they were at a positive life total but you were dead. That never did seem fair and now the rules agree with you. As soon as you hit zero, that's it—start shuffling.

Cowboys later showed up and paved the way for Clint Eastwood to make a living.

The roaring '20s saw somebody write *The Great Gatsby* and post-impressionist art was all the rage.

The '60s were an age of peace, love and the ready availability of hallucinogenic drugs.



Example: My opponent's got a slew of cards in his hand, but is only at two life. Trying to stay alive, he attempts to cast Gerrard's Wisdom and gain two life for each card in his hand. In response, I Shock him for two points. He dies before the Gerrard's Wisdom resolves.

• **Comes into Play Abilities:** You can now respond to comes-into-play abilities with any sort of fast effect, so, for example, after an Uktabi Orangutan comes into play and an artifact is targeted for destruction, you can respond by using that artifact (or doing any other fast action).

Example: A Bone Shredder enters play and targets my Frenetic Efreet with its creature-elimination ability. I can then flip a coin to see if my Frenetic Efreet phases out and escapes destruction.

• **No More Interrupts:** Counterspell, Dismiss and all the other spells that used to be interrupts are now just instants that can target spells. There wasn't any real reason to have a whole separate class of spells and a whole set of timing rules devoted just to permission, so WotC got rid of it.

Example: Power Sink just got weaker, since the guy getting Sunk can still use his mana to cast instants before the Sink resolves. The buyback Forbid also takes a hit, since your opponent can now respond with instants before the Forbid comes back into your hand.

• **The Unified Stack:** The biggest change that comes from the new, unified "stack" is that you can now do something after a stack starts to resolve. Let's say your opponent casts Armageddon and you don't have a Counterspell. You can cast Impulse and go looking for one. Once the Impulse resolves and you pick a card, it's no longer too late to use that card to counter the initial Armageddon.

Example: Your opponent casts Armageddon; in response, he sacrifices all his lands to a Zuran Orb to gain life for the "soon to be destroyed" lands. As the last land is sacked to the Orb, you respond by Countering the Armageddon. Your land is safe; your opponent's isn't.

These rules changes may sound complicated or counter-intuitive, but that's the way it's always going to be with something different. With all of *Magic* getting a facelift come April, why don't you check out the new look yourself and see what you think. As Bill Rose puts it, "*Classic Edition* rules may seem complicated, but it would take twice as much room to explain how things work under *Fifth Edition* rules."

If you want to read more of Randy's thoughts on *Classic Edition*, pick up a copy of the Official *Classic Sixth Edition Game Strategy Guide*, due out at bookstores in May.

The '90s were rocked by scandal and paranoia as a president was impeached, the world dreaded the coming of the new millennium...



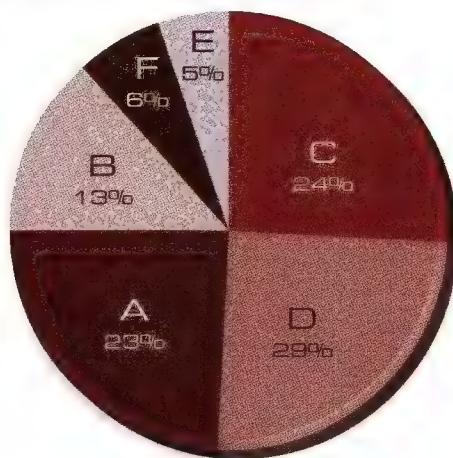
And the future? With the exception of Dionne Warwick, no one can say what the face of *Magic* will be in the new century...



THE END

MAGIC: THE NEXT CENTURY

What would you like to see as the next big *Magic* property?



A. Online Game

B. Cartoon

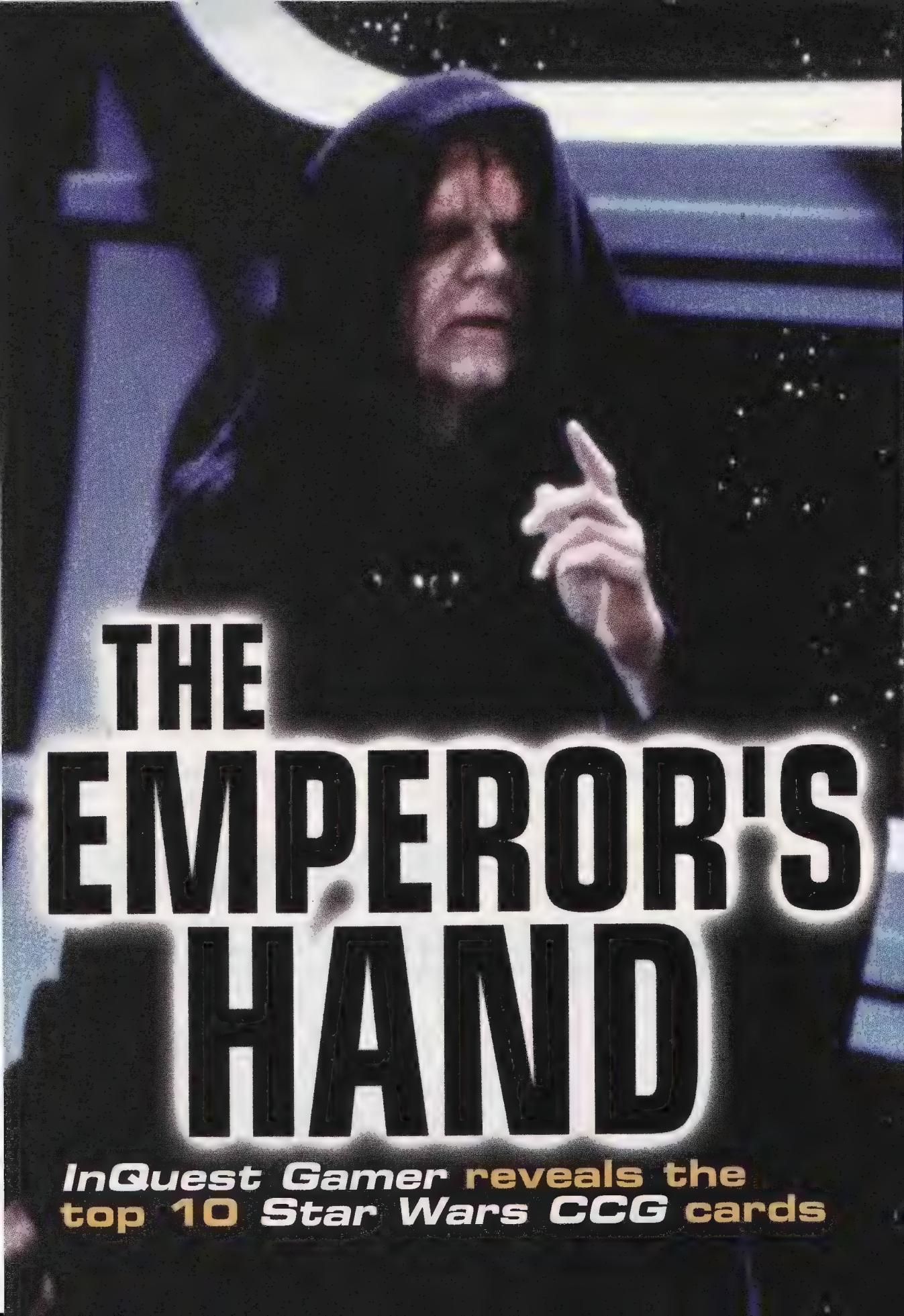
C. Movie

D. Roleplaying Game

E. Theme Park

F. Other

Everybody wants something different... And there're enough everybody's to support just about anything related to *Magic*. Voters were pretty evenly split between an *Ultima Online*-like game and a movie, with a *Magic* RPG narrowly winning out. In the "Other" category, everything from *Mortal Kombat*-type video games with creatures, to breakfast cereals—"They're always after my Urza's Charms"—to behind-the-scenes videos on the *Magic* design team. However, we're betting around here that the mana symbol-embossed dog collar and leash probably won't make it past the approval stage. -



THE EMPEROR'S HAND

***InQuest Gamer* reveals the
top 10 Star Wars CCG cards**

Stormtroopers were the Emperor's undoing. If they hadn't been so inept, they would have captured Luke long before he became a Jedi and they certainly wouldn't have been overrun by a bunch of midget wookie-wannabes. Of course, this is no news to veteran *Star Wars CCG* players. If you want to obliterate your foes, you need the best of the best—and the men in white ain't it. So which cards should the Emperor have recruited if he didn't want to get the shaft?

We scoured through mounds of *Star Wars* cards—1,573 different ones to be exact—to pull the 10 best. But if you think the likes of Luke Skywalker and Boba Fett made the list, it is you who are mistaken about a great many things. Our list is based on more than just name recognition; they're judged on criteria like playability, power and usefulness in a wide variety of decks. Some cards may be considered better than another in some areas but have been left off the list due to one or more restrictions. Yoda, for instance, may have made the list for his usefulness and high ability, but got left off due to his lack of power and deployment restriction.

by Jerry Fredricks



10 HIDDEN BASE

Easily the best objective in the game, now that operatives have been errata'd, Hidden Base turns good Light space decks into great Light space decks. The front side of the objective allows you to deploy one system per turn from your reserve deck, speeding any space deck up substantially. Once flipped, it creates a Force denial situation by demanding that your opponent spend one Force before drawing a card. As if that weren't enough, you can also cancel two of your opponent's Force drains each turn.

Hidden Base is a strong card, but it's limited to certain kinds of decks. Also, a well-prepared opponent will know what to expect from one of these decks and will be ready to cancel your objective by probing at opportune times.

UNDERCOVER

This potent effect can be deployed on any of your spies at a site. While Undercover, your spy cannot be battled or targeted by weapons in a battle, and most importantly, this effect prevents your opponent from Force draining at that site. Is your opponent draining you for four or five at a site where Vader, Tarkin and a whole crew of Imperials are present? One spy with an Undercover takes care of the problem without throwing half your deck at your opponent's horde.

This effect complements other strategies, making it more versatile than Hidden Base. It's one of the top cards in the game because you don't have to change your basic deck strategy, but you do need to find room for both the spies and the Undercovers. Also, it does little against all-space decks other than supply a five-destiny.





3 GRIMTAASH/MONNOK

The ultimate counter for any deck type that uses multiples of key cards, Monnok and Grimtaash allow you to eliminate any duplicates in your opponent's hand for a measly four Force. Both interrupts can also be used to force your opponent to discard down to eight cards if he has 13 or more. However, these days most players take precautions against Grimtaash/Monnok during deck construction, making it less useful than it was a year ago.



7 NABRUN LEIDS/ELIS HELROT

The ultimate transport card, Nabrun and Elis allow you to transport your characters to practically anywhere on the table at any time. They are best used to move a huge fighting force from a good Force drain site to any other site where your opponent can be easily beaten to death. Card for card, Nabrun and Elis will do much more damage than Grimtaash and Monnok, allowing you to control when and where a crushing battle takes place.

3 MILLENNIUM FALCON

The best starfighter in the game has it all: great hyperspeed, potential immunity to attrition and a boatload of interrupts and effects that make it better. Even ground-based Light decks would be wise to include this card in case a little firepower is needed in space. Load up the *Falcon* with Captain Han Solo and Chewbacca to get two destiny draws and control of your choice of one of your opponent's systems. However, most decks are ground-based, which limits the *Falcon*'s usefulness at times.



3 EXECUTOR

Without a doubt, the *Executor* offers the biggest impact of any single card in the game. A whopping 12 power and immunity to attrition less than 12 make it a menace even when it's alone. Add one pilot to it for a destiny draw, and this beauty can control the system of your choice. It is only limited by its high deploy cost.

4 SENSE

There are 379 interrupts in the game—more than any other card type—and Sense cancels all but 17 of them. This ultimate interrupt is a staple in every *Star Wars* deck, despite several magic bullet cards that have tried to limit its usefulness. In a control-oriented game, the player who wins the Sense/Alter wars is almost assured of victory.

3 OBI-WAN KENOBI

What's not to love about the old man? He's one of three characters with an ability of six or higher—perfect for all those Senses—and one of five characters with a power of five or better. He's immune to attrition less than five, and his ability to send characters away is awesome. Most importantly, he gets to use the potent Obi-Wan's Lightsaber to cleave through opponents.



HAN WITH HEAVY BLASTER PISTOL

Since the *Enhanced Premiere* set offered up this Light side gem, players have used one word to describe this card—"broken." The frosty Han has card economy like no other card in the game. He's got great power for deploy cost and a built-in weapon. He can pilot the *Millennium Falcon* as well as Captain Han. He's got the ability to draw extra battle destiny when hanging out with Luke or Chewbacca. Most importantly, he can deploy anywhere. He doesn't have immunity to attrition, but then, neither do the other versions of Han.

Han beats Obi-Wan out for the number two spot because of his versatility, adding the piloting skill and built-in weapon the old man lacks. With no drawbacks to speak of, there's only one reason Han isn't numero uno; his outfit doesn't include a black cape and weird-ass helmet.



DARTH VADER

The moment Vader is deployed, he changes the entire scope of the game. With a power of six and immunity to attrition less than five, he can go anywhere he wants to go. His ability to add one to each battle destiny drawn guarantees you never drawing a zero and makes your opponent's immunity to attrition that much easier to overcome. Best of all, Vader comes in more than one flavor: the Dark Lord Of The Sith from *Special Edition* has the ability to choke Light characters in a battle, and Vader with Lightsaber gives the Dark player an easy way to Hunt Down And Destroy The Jedi. He also has six ability, and Vader's Lightsaber makes him a Force draining machine. What more could you ask for?

Phantom EXPANSION



MAUL SHOPPING Since the new prequel game isn't going to be out for months, we'd love to see Decipher put out a few of the more popular "Phantom" characters as *Star Wars CCG* cards. Kinda like this one.

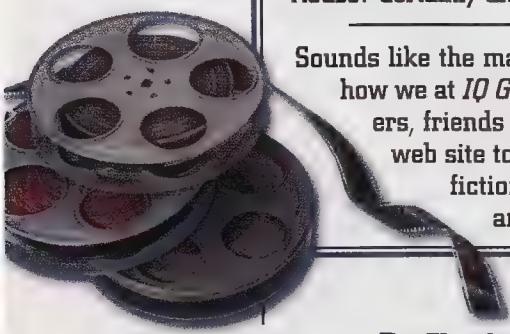
You probably know by now that Decipher has obtained the "Phantom Menace" license, and with it, the right to produce any number of products based on the characters and events in "Episode One." A starter-level product named *Young Jedi* has been announced, but mum's the word on how the advanced game will work. If we were working on developing the prequel game, here are some of the things we'd be sure to include:

- **COMPATIBILITY WITH THE EXISTING STAR WARS CCG.** We can't stress this one enough. Who wouldn't want the opportunity to have Darth Vader take on young Anakin Skywalker or have Jar Jar Binks and Chewie hang side by side so they can compare notes on being lovable sidekicks?
- **MORE THAN ONE VICTORY CONDITION.** The only way to win in *Star Wars* is to run your opponent out of cards. While it's still an original victory conditions, it would be nice to have others. For example, maybe a Trade Federation player could win by economic domination.
- **POLITICAL ACTIONS OR VOTES.** Since the Jedi Council and the Senate are important parts of "The Phantom Menace," why not create card types or mechanics similar to *Babylon 5*'s voting or *Vampire*'s political actions? It should be just as important in the prequel game to control the politics of the table as it is to control the characters.
- **LOTS AND LOTS OF JEDI.** Lots and lots of lightsabers. Most importantly, a way for Jedi to initiate duels without requiring specific cards.

Jerry Fredricks plans to use the Jedi mind trick to get into "The Phantom Menace" on opening day.

100 BIG BANGS

Science Fiction's 50 Greatest Moments



"Soylent Green is made from. . . p-e-o-p-l-e!" The Tyrannosaurus Rex first stomping onto the scene in "Jurassic Park." As science fiction buffs we remember these scenes more fondly than our first kiss, our first job—which we're actually trying to forget—or graduation day. And remember when the "Independence Day" aliens blew up the White House? Certainly among the coolest sci-fi moments.

Sounds like the makings for another great article. And you know how we at *IQ Gamer* love lists. For this one, we polled our writers, friends and the hard-core aficionados who visited our web site to come up with the 50 most memorable science fiction film and TV moments ever. Yes, ever! Don't argue, just read.

By Charlene Brusso, Matthew Saunders and the *IQ Gamer* staff

"Independence Day" photo courtesy of Everett Collection



50 WHITE HOUSE EXPLODES

Independence Day

The president of the United States barely makes it onto Air Force One before a massive blast from an alien ship hovering above the White House disintegrates the embodiment of American democracy. These aliens have arrived by the thousands, and their immense flying saucers have stationed themselves around key world cities. They mean business, and it's all-out war for humanity's survival.

49 VISITORS EAT RATS

V

TV reporter Mike Donovan nearly wets himself after sneaking aboard a mothership and discovering Visitor leaders Steven and Diana stretching wide their seemingly human jaws to gulp down a pair of live rodents—as well as laying out their invasion plans. Aliens from a dying world, the Visitors proclaimed that they had come to Earth seeking to share the planet's abundant resources, in exchange for sharing their technology and knowledge.

48 FIRST BOOK BURNING

Fahrenheit 451

In a totalitarian future, firemen still serve and protect society. And when the alarm sounds, the dedicated public servants race off in their red fire engine to save lives. Sirens wailing, the firemen quickly speed to the endangered home, arriving just seconds after its owner flees. But rather than pulling water hoses from their truck, the firemen hurriedly gather a stash of hidden books and dump them on a

portable grill. Sworn to protect the social intellect, fireman Montag steps forward, turns on his flame thrower and torches the illegal books.

47 SNAKE DESTROYS SPEECH

Escape from New York

Manhattan's been turned into the maximum security prison for the entire country. But things get complicated when the president crashes there. With only 24 hours before the president must deliver a crucial tape of information to a peace summit, disgraced war-hero "Snake" Plissken is recruited to rescue him. However, when the president proves ungrateful after his rescue, Snake secretly switches tapes and rebelliously destroys the president's.

46 MAN OF STEEL'S FIRST APPEARANCE

Superman: The Movie

Lois is in trouble! And when Lois is in trouble, can Superman be far away? It's a classic moment as goofy Clark Kent looks quizzically at the exposed public telephone, as if wondering where the booth that goes with it has gone. But an alley will serve as well as a phone booth for a quick change, and with an "Excuse me" to the man admiring his cape, Superman appears to save the day; in the nick of time as always, he catches the plummeting Lois and—after a moment of panic and astonishment from the crowd below—the helicopter that followed her.



*Fahrenheit 451 photo courtesy of Everett Collection "Logan's Run" photo courtesy of Foto Fanticasie

45 OUTSIDE THE PLEASURE DOME

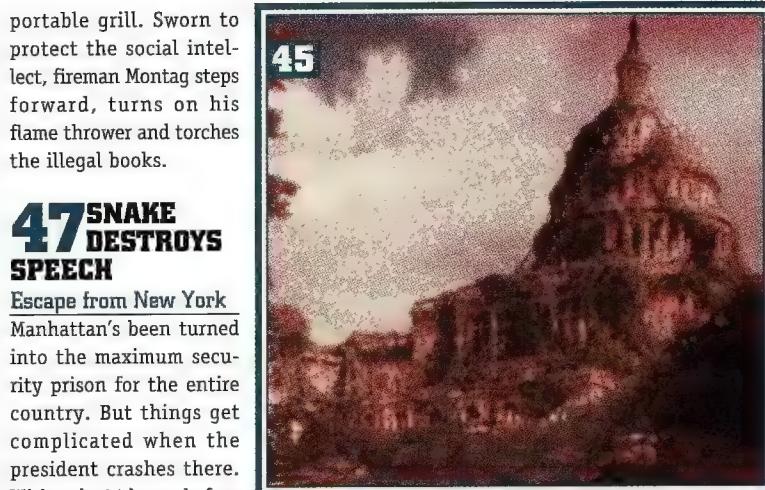
Logan's Run

Escaping his pursuers, Logan's unprepared for what he finds when he finally gets outside the dome city—a long-abandoned and forgotten Washington D.C., lying in ruins and overgrown with vegetation. It turns out Logan's hedonistic 23rd century society where people pursue promiscuous, pleasure-filled lives is all that's left of America.

44 MANKIND'S KNOWLEDGE TURNS TO DUST

The Time Machine (1960)

After a scientist from turn-of-the-century England constructs a time machine, he uses it to visit the



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future. What he finds are young, blonde humans, leading lives of total serenity. Something doesn't feel right about these "Eloi," though—a suspicion confirmed when they lead him to their "library." After he pulls a book from a shelf and opens it, it falls to powder in his hands. Unfortunately, they no longer have need of such knowledge.

43 QUILLA ON THE MENU

A Boy and His Dog

Vic and his telepathic canine sidekick Blood travel across a post-nuked America with no greater goal than survival. But then Vic meets a girl, Quilla June, who takes him to an underground community. Blood stays on the surface, while Vic goes below, and life seems good—until he realizes they only want him to replenish their gene pool. Vic escapes back to the surface with Quilla following and finds Blood starving to death. Pragmatic Vic kills Quilla... followed by a scene with Vic and his best friend chowing down beside a roaring fire.

42 "IT'S ALIVE!"

Frankenstein

An operating table holding the doctor's patchwork man ascends toward the lightning storm amid declarations of his own insanity, declarations that reach a crescendo of madness amidst the thunder. With the first twitch of life in his new man, Dr. Frankenstein realizes what it is to be God... and can't handle the power.

41 HANDSHAKE SHOWS CATASTROPHIC FUTURE

The Dead Zone

When regular guy Johnny Smith shakes hands with visiting politician Greg Stillson, he sees flashes of the future: a terrible future of global war perpetuated by the deranged president of the United States—

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Stillson! Smith awoke with the power to see the future of things he touches after emerging from a five-year coma. Now, armed with this power, he must stop Stillson, or the world will die by fire.

40 DISEMBODIED THING LIVES

The Thing (1982)

A team of scientists in the Antarctic discover what seems to be a space ship frozen in the ice and accidentally release a murderous alien capable of shapechanging to look like any kind of animal... or human. After several of a second research team die violently, the survivors corner "The Thing" and decapitate it—only to find out just how unstoppable it is as the disembodied head sprouts skinny spider's legs and scuttles away.

39 SAUCER RISES FROM ANTARCTICA

The X-Files: Fight the Future

Confirmation of the truth behind U.F.O.s has remained ever elusive for the duo—until now. When Scully's abducted, Mulder tracks her to a secret government facility buried beneath the Antarctic's icefields. He finds her, but the pair are chased back to the surface by alien guards. As the agents get clear of the installation, the ground begins to rumble, and the facility slowly rises into the air, revealing itself to be the mother of all flying saucers.

38 TENTACLE MIMICS HUMAN FACES

The Abyss

An undersea oil rig and its crew are recruited by the Navy to recover a sunken nuclear submarine. Backing up a no-nonsense team of Navy SEALs, the rigger crew finds more than they bargained for—alien and mysterious glowing creatures. The humans learn the aliens are just as curious about them when a watery tentacle enters the rig. The humans meet the alien tentacle face-to-face and watch as the tentacle's tip mimics their faces.

bosses, the cyborg is powerless to do anything, as Jones had him programmed never to harm any employee of the company. Helpless, that is, until the company's director fires Jones, instantly allowing the cyborg to blast Jones and send him plummeting stories to his death.

34 DEATH OF DEEP THROAT

The X-Files: "The Erlenmeyer Flask"

F.B.I. agent Fox Mulder can trust no one except for Deep Throat. A well-connected government official with ties to the secret figures behind the U.F.O. conspiracy, he has emerged from the shadows to aid Mulder. But when Deep Throat leads Fox and his partner to a clandestine facility housing alien embryos, he's gone too far; his associates gun him down in front of the stunned federal agents. And with him dies the truth.

33 CREATURE HITS FORCE FIELD

Forbidden Planet

Sent to investigate the status of a deep space colony, Commander Adams' space cruiser lands on Altair-4. Adams and his crew are greeted by Dr. Morbius and his daughter, the only survivors of an invisible monster's attack years before. When the creature returns and begins slaughtering Adams' crew, they erect forcefields around the ship. But they quickly realize the shields are useless when the roaring creature's gigantic body, begins slamming into the shields and shrugging off dozens of laser blasts.



37 BLOOD CELLS ATTACK SHIP

Fantastic Voyage

To save a dying scientist, a crack medical team and a mini-sub are miniaturized and injected into the scientist's bloodstream, where they must journey to the brain to destroy a bloodclot. After surviving dangerous whirlpools while passing through the heart, the team is attacked by hostile white blood cells, which see the sub as a foreign entity which must be destroyed. The big, blobby leukocytes engulf the ship and foul its propulsion system, forcing the team to leave the sub and fight them hand-to-hand.

36 BERSERK BIKER MEETS SEMI-TRUCK

Mad Max

As one of a dying breed of highway patrol cops in a post-apocalyptic future, Max has his work cut out for him.

His arch nemesis Toecutter leads a psycho biker gang that terrorizes the roadways and murders Max's partner and family. This makes Max mad, and he decides it's time for some payback. He reserves the ultimate justice for Toecutter who, during a high-speed chase, crests a hill and smacks head-on into a semi.

35 ROBOCOP BLOWS AWAY DICK JONES

Robocop

In near-future Detroit, a dead police officer finds himself resurrected as a prototype police cyborg. "Robocop" tracks down his killer—Dick Jones, a leading official of the company that runs the police department and built him. When Robocop confronts the criminal in front of the company

32 BATTY SAVES DECKARD

Blade Runner

Deckard was hired to hunt down rogue replicants, androids who'd gone into hiding on Earth; now, he's down to the last and most dangerous, Batty. But the murderous machine has turned the tables on the cop and cornered him in a derelict building. As



Deckard dangles from a ledge what seems like miles above the street, Batty chooses to pull his tormentor to safety. "Quite an experience to live in fear, isn't it? That's what it's like to be a slave." Batty has proved himself to be more human than Deckard, despite his artificial soul.

31 SURROUNDED IN THE DESERT

Day of the Triffids

The brilliant glow of a falling meteor blinds every human who sees it. Those who aren't left blind soon discover the meteor's light has activated some mysterious space spores, which grow into giant, man-eating, walking plants called Triffids. A small group of sighted people set off to find a safe place. However, one morning, they wake to find the hum of the electrical fence guarding their complex has attracted every triffid in the area. Trapped, the terrified humans must figure out a way to escape the sea of triffids which ranges as far as the eye can see.

30 DOOMSDAY SURVIVOR'S GLASSES BREAK

The Twilight Zone, "Time Enough at Last"

When Henry Bemis accidentally survives a nuclear war while reading in the bank vault during his lunch break, he discovers he's finally free from his wife and boss' disdainful nagging. Not unhappy about recent events, he begins gleefully stockpiling books from the library's ruins. But just as Bemis settles down to read his first one, his glasses slip off his nose and shatter, trapping him in a blurry world forever.

29 PICARD SEES FIVE LIGHTS

Star Trek: The Next Generation, "Chain of Command, part II"

Captain Picard is captured during a clan-

destine mission to sabotage an illegal Cardassian bomb. As a prisoner he becomes the subject of intense torture by Gul Madred. Madred tries to break the Federation officer by making him admit he sees five lights when there are only four. Just before he's freed, Picard finally breaks and—although he doesn't actually admit it until he's back aboard the *Enterprise*—really sees five lights.

28 SUPERMAN CRUSHES ZOD'S HAND

Superman II

Zod is the leader of three Kryptonian super-criminals, with powers just like Superman's. They force the man of steel into a machine which will remove his powers; however, Superman has pulled a switch. When the lights go on, he is protected inside the crystal chamber while the powers are stolen from the criminals. Unknowingly, Zod orders Superman to kneel and take his hand... which he does, much to the painful surprise of the evil general, as Supes crushes it easily.

27 "KLAATU BARADA NIKTO"

The Day the Earth Stood Still

At the height of the Cold War, a mysterious spaceship carrying Klaatu and his 8-foot tall robot sidekick Gort lands in the middle of Washington, D.C. Klaatu is wounded by a trigger-happy soldier and taken for treatment. Gort—who can disintegrate targets at will with a laser-like beam from his head—stands guard outside the ship. As the hours count down, Klaatu befriends a

woman and reveals that if he doesn't reach the ship in time, Gort is programmed to destroy the Earth. Sneaking back to the ship, she carries the message which counters Gort's directive: the immortal phrase, "Klaatu Barada Nikto."

26 EARTH'S LAST PLANTS HEAD INTO DEEP SPACE

Silent Running

When Earth is ravaged by nuclear war, the planet's last remaining vegetation is transplanted to biodomes orbiting Saturn. There, the salvaged forests are cared for by Freeman Lowell, who struggles futilely against his callous shipmates to preserve his beloved plants. When the crew is ordered to blow up the biodomes and return home, Lowell refuses and kills his crewmates to prevent them from fulfilling the order. But fearing the rendezvous ship will finish the job, he blows himself up as a diversion while sending his green-thumbed robot and the sole remaining biodome safely into space.

25 "SOMETHING WONDERFUL" HAPPENS

2010

The big black monoliths from "2001: A Space Odyssey" are back. Astronauts sent to explore Jupiter's moons find them and the old *Discovery* spaceship along with the HAL 9000 computer. While trying to figure out what HAL's been up to for the last nine years, the astronauts repeatedly encounter the cryptic message that "something wonderful" is going to happen. The viewer is never quite sure what this is until the monoliths dive into Jupiter, increasing the planet's mass so much it ignites into a star, providing the necessary light and warmth to make another habitable planet in our solar system.

24 STARSHIP SABOTAGED

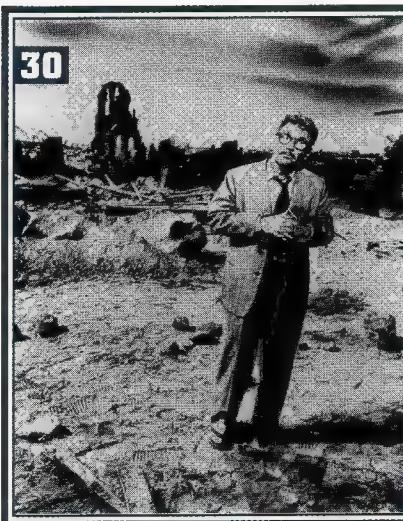
Contact

After Earth receives a radio signal from deep space containing schematics for building a high-tech starship, the Earth's resources are dedicated to building the huge project. But as the installation is undergoing final testing, a religious fanatic detonates a bomb. The ship, the crew and its launch facility are blown to bits in a catastrophic explosion, seemingly ending man's hope to explore space with the new technology.

23 DARTH VADER THREATENS GEORGE MCFLY

Back to the Future

Marty will cease to exist if his teen-aged future father fails to ask his future





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mother, Lorraine, on that fateful first date. The problem: Besides a huge inferiority complex, George McFly is a sci-fi geek who won't miss his favorite radio show, "Science Fiction Theater." So enter Marty—already having been mistaken once for an alien—in his radiation suit, armed with only a Walkman, a hair dryer and a lot of creativity. "Darth Vader from the planet Vulcan" threatens to melt George's brain if he fails to win Lorraine.

22 SHERIDAN'S SACRIFICE ON Z'HADUM

Babylon 5, "Z'ha'dum"

John Sheridan went to Z'ha'dum to learn the truth about his wife and did, much to his sorrow. She had become an agent of the Shadows, lost to him forever. Now trapped between them and certain death, Sheridan implements his plan. As his ship—carrying a nuclear device—crashes through the dome of the Shadows' city, Sheridan leaps into a seemingly bottomless chasm. It was a suicide mission. He knew it all along and still chose death and the truth over all other options.

21 KIRK SACRIFICES EDITH KEELER

Star Trek, "The City on the Edge of Forever"

Dr. McCoy accidentally travels to Earth's past and changes history, altering events so that the Federation no longer exists. To save the future, Kirk and Spock follow him back to the 1930s where they meet a beautiful social worker named Edith Keeler. Kirk falls head over heels in love with her, only to discover that she must die in order to restore the proper timeline. Torn between love and duty, a devastated Kirk

reunites with McCoy, just in time to see his love rundown by a truck.

20 ALIEN KIDNAPPERS

Close Encounters of the Third Kind

In Muncie, Indiana, dozens of homespun townsfolk stand witness to repeated U.F.O. sightings, sightings filled with numerous colorful ships. The E.T.s seem just as interested in the amazed residents, particularly in young Barry Guiler. Descending upon his home like a rolling storm, the ships' electromagnetic energy assails the house, sending toys and appliances whirling about wildly as the dancing lights draw Barry to the door. But when Barry's mom tries to catch him, he slips through the pet hatch, hovering briefly between her hands and an unknown force before quietly slipping up and away.

19 ALIENS MASSACRE MARINES

Aliens

When contact is mysteriously lost with a colony stationed on the planet where Ripley and her ill-fated *Nostromo* crew



first encountered the deadly alien, the Marines are sent to investigate. Cocky, arrogant and armed to the teeth, they're eager to begin "killing lotsa bugs." But all their bravado is meaningless when they enter the aliens' hive while searching for survivors. The blips on their motion-detectors begin slowly, as one, two, then dozens of aliens descend on their position. And when the biomechanical nightmares begin dropping from the ceiling, the massacre commences.

18 FIRST APPEARANCE OF T-REX

Jurassic Park

The storm in the night sky reaches a thunderous crescendo as sparks from the shattered electrified fence dance across the muddy road. Inside one of the jeeps, the paleontologists suddenly grow silent as a deep rumbling can be heard in the dis-

tance. The cup of water on the dashboard begins to tremble. Slowly, the T-Rex moves up to the vehicles. The children scream as their flashlights reflect off the enormous reptilian eye looking back at them through the jeep window rapidly fogging over from the hot breath of the dinosaur. They've drawn its attention and must now deal with its insatiable hunger.

17 PREACHER INCINERATED BY MARTIANS

The War of the Worlds

After a meteor falls to Earth in California, the simplistic townspeople are excited, hoping to turn it into a money-making sideshow. But their joy quickly turns to fear when the rock reveals itself to be a Martian spaceship, the first to begin landing around the world. Hoping to defeat the would-be invaders, the U.S. military surrounds the ship. But the local preacher, Pastor Collins, wants to give peace a chance, and approaches the ship, quoting scripture. Seemingly intrigued, the ship briefly pauses, then blasts Collins to kingdom come.

16 UNSTOPPABLE T-1000

Terminator 2: Judgment Day

The T-1000 Terminator is the ultimate killing machine. Composed of shape-changing metal, it's impervious to injury and can morph its body into any number of weapons or people. Even freezing it solid can't stop it. After the T-1000's frozen form is shattered, the heroes sigh with unified relief. But before the group can start rejoicing, the terminator's remains begin to melt from the nearby heat and slide slickly across the ground to reform.

15 LONDO WATCHES BOMBING

Babylon 5, "The Long Twilight Struggle"

With substantial help from the powerful Shadows, the Centauri blast their way to the Narn homeworld and begin devastating the planet. As Londo watches the unre-

lenting bombardment from a viewport, you can feel his horror, as he's confronted for the first time by the attack's mercilessness and the high cost of his ambition.

14 ANDROID GUN-FIGHTER'S FIRST KILL

Westworld

Expecting the gunslinger in the android-populated amusement park to fire blanks, Peter Martin accepts the call-out. But the challenging robot has malfunctioned and loaded his gun with real bullets. The duel ends with Peter dead and his friend John realizing that something's gone terribly wrong, as the gunfighter begins to pursue him with deadly intentions.

13 RIKER GIVES ORDER TO FIRE

Star Trek: The Next Generation, "The Best of Both Worlds, part I"

Commander William T. Riker's decision: Can he kill his captain? As Locutus of Borg, Jean Luc Picard holds the fate of the Federation in his hands. So when the *Enterprise* crew manages to whip together a weapon that just might destroy the Borg juggernaut—the cube that has devastated the forces of the Federation and threatens Earth itself—Riker puts his feelings for his friend aside and orders the crew to fire on the newly converted human-borg liaison.



12 DESTRUCTION OF THE ENTERPRISE

Star Trek III: The Search for Spock

Outgunned and desperate to save hostages on the planet below, Kirk prepares to surrender the *Enterprise*—but that's not the James T. Kirk we know and love. He doesn't believe in the no-win situation. So he tricks the Klingons into coming aboard and blows

up the ship. As he stands on the planet below, watching the flaming hulk of that he loves most in this world cross the sky, he pleads "My God, Bones, what have I done?" And his friend answers, "What you had to do... What you always do... Turn death into a fighting chance to live."



11 YOU'RE TERMINATED...

The Terminator

Even after its human flesh is burned away, the endoskeleton of the T-100 series Terminator continues its mission—to kill Sarah Connor. There seems to be no way stop this thing. No matter how heavily damaged—whether gunned down, burned to a crisp or blown in half—it will never end its pursuit until its target is dead. That is, until Sarah crushes the mechanical demon in a hydraulic press she had crawled through to escape it. Her last words are both ironic and sum up the survivor she has become: "You're terminated."

10 FROM BONES TO SPACESHIP

2001: A Space Odyssey

The opening sequence of this classic shows the "dawn of man" as apelike humanoids learn that the bones of their prey make formidable tools—and weapons, to use against enemy tribes. It is the first step in their evolution into beings ruled by intellect rather than instinct. And no scene is more poignant in depicting this step than when one of the apes throws a bone into the air, twirling end over end until it reaches the blackness of space and is replaced by an orbiting missile platform.

9 SECRET OF SOYLENT GREEN

Soylent Green

Overpopulation has strained Earth's food resources to the limit. So when the government announces an affordable new seafood biscuit called Soylent Green, it's well received. Police detective Thorn, however, begins to suspect something fishy's going on. He investigates and discovers the truth, but before he can get the word out about the government's dirty secret, security forces neutralize him. Mortally wounded, he's

hauled away on a stretcher shouting his gruesome discovery: "Soylent Green is made from p-e-o-p-l-e!"

8 IT'S A COOKBOOK

The Twilight Zone, "To Serve Man"

When an advanced race of aliens called the Kanamits arrives on earth, it seems like the dawn of a new age. The aliens appear eager to please and use their superior technology to solve many of humanity's problems. But as the first humans are boarding a ship bound for the Kanamit homeworld, United Nations translators are finally able to decode the alien language and learn the horrible truth: *To Serve Man* is a cookbook.

7 HAN SAVES THE DAY

Star Wars

The assault team of rebel forces has dwindled to a hopeless few. Luke Skywalker has his computer off with Darth Vader—the man who can kill with a gesture—on his tail and the Death Star seconds away from ending the Rebellion. When suddenly, from above, a blinding sun behind him and a mighty "Wha-hoo!" on the com-link, the *Millennium Falcon* swoops in to give Luke the opening he needs to save the day: "You're all clear kid, now blow this thing so we can all go home!"

6 VADER REVEALS HE'S LUKE'S FATHER

Star Wars: The Empire Strikes Back

Luke is defeated. There is nowhere left to turn. Now, he must choose between joining Vader and the Empire or a straight drop to certain death. The apprentice Jedi clutches at the stump where his hand once was... until the revelation comes, a trump card from the Sith lord: "Luke, I am your father!" Despite his cries of denial, Luke realizes the truth of the statement. Alone and fearful, he flees rather than surrender to the dark side and drops down the shaft, choosing to end his life rather than join his father's evil.

10 BIGGEST SCI-FI GROANERS

10. EWOKS PARTY HARDY

At the end of "Return of the Jedi" during the party celebrating the defeat of that naughty Empire, the teddy bear-like muppets use stormtrooper helmets as bongo drums. Gag.

9. BUNNIES TRAMPLE TINY TOWN

In "Night of the Lepus," giant bunnies are threatening mankind. But when we see them overrun a village, they're obviously just your garden-variety rabbits trampling a model railroad town.

8. RIKER GRABS THE STICK

Riker's left in control of the *Enterprise* in "Star Trek: Insurrection." It doesn't take long before the ship's afame. Number One has to call for "manual control." A pedestal rises from the floor of the bridge containing a—dant-dant-da...—basic computer joystick.

7. SUPERMAN TOO SUPER

Supes' lady Lois bought the farm in the first "Superman" film. No big deal, though, the man of steel simply flies backwards around the Earth really fast, reversing its rotation, so that time itself goes backwards and he can save her.

6. 'WATCHOO TALKIN' 'BOUT BUCK?'

When Buck from "Buck Rogers in the 25th Century" first meets the president of Earth, it has us cringing. The prez turns out to be Gary Coleman, Arnold from "Different Strokes."

5. GROOVIN' ON A SATURN AFTERNOON

It's bad enough the plot of the "Star Trek" episode "The Way to Eden" involves the *Enterprise* rescuing space hippies, but whenever they chant their mantra of rebellion: "Herbert! Herbert! Herbert!" it's painful to watch.

4. TELEPHONE POLE EAR PLUGS

We're willing to cut big lizards a lot of slack when it comes to bad SFX. But in "Gamera vs. Monster X" when Gamera sticks telephone poles in his ears to protect himself from Jiger's ultrasonic ray, it's stupid even by stupid standards.

3. IF BRAINS WERE DETERGENT

A superbrain has invaded the "Space: 1999" moonbase. How can you tell? There are frothy soap bubbles everywhere. It looks more like someone ran the dishwasher with the door open than an alien invasion.

2. THIS LAND AIN'T OUR LAND...

Though the "Star Wars Holiday Special" could fill up the list all by itself, Bea Arthur of "The Golden Girls" belting out tunes as the singing cantina bartender makes our skin crawl.

1. "LOST IN SPACE" VEGIES

Tybo the carrot man traps the Robinson family in his giant greenhouse and turns them all into various vegetables. What can we say except that we're not making this up? ■

5 SNATCHED

Invasion of the Body Snatchers (1978)

Matthew Brunell is the last man in San Francisco who can truly be called a man. He has watched everyone he knows systematically replaced by the pod people. Could he fool them by pretending to be emotionless, just like all of the duplicates? As he walks the desolate streets, he's approached by a woman who has also escaped the invaders; they alone may be the last humans on Earth... except, at her presence, Matthew turns slowly and wails the strange alien alarm, his eyes bulging with bizarre, unnatural accusation.

4 VADER TURNS ON EMPEROR

Star Wars: Return of the Jedi

At the end of "Return..." Luke is defeated, at the Emperor's mercy. Though the young Jedi defeated his father, he was unable to overcome this dark master. But there is a key moment, a pause in the conflict, as Vader looks at his son and his own severed hand and realizes what he has become and must now act on his son's behalf. He lifts the Emperor and throws him into a ventilation shaft. Anakin Skywalker is whole once more; he has redeemed himself—saving his soul, his son and the future of the Jedi at the cost of his life.

3 DEATH OF SPOCK

Star Trek II: The Wrath of Khan

Spock has saved the ship from the explosion of the Genesis device, but at what cost? Through the thick glass of the radiation-flooded engine room, he wheezes: "Ship? Out of danger?" Admiral James T. Kirk nods helplessly in affirmation. "The needs of the many outweigh the needs of the few," the Vulcan replies, groping blindly

against the glass. "Or the one?" Kirk answers sadly. "I have been and always shall be your friend," Spock says with his last breath, having made the ultimate sacrifice for the crew of the *Enterprise*.

2 FIRST CHESTBURSTER

Alien

As the crew members of the *Nostromo* enjoy a final meal before settling into their sleep pods, Kane abruptly breaks into convulsions. His friends struggle to restrain the flailing man—just barely—so he can't harm himself. A small patch of blood slowly appears on his chest, only then does the absolute terror of their situation blindside the frightened crew. Kane's chest erupts from within, spewing his insides all over the room and releasing a snake-like alien with steel teeth and acidic blood. It skitters across the room and disappears.

1 TAYLOR FINDS STATUE OF LIBERTY

Planet of the Apes

Though lost light-years from Earth, on a planet ruled by intelligent apes who use humans as slaves, astronaut George Taylor's existence is looking up. He's escaped the apes and has secured food, a horse and a beautiful woman. As he rides into the sunset, he looks up and sees the broken and weather-beaten form of the Statue of Liberty, buried waist-deep in the sand of the beach. He's not on an alien world; he's on a future Earth. Falling to his knees, he screams futilely at those who destroyed it and his world. "I'm back. I'm home... We finally did it... Maniacs! You blew it up! Oh, damn you! God*#% you all to hell!"

Space... too tight... no... room... for... pithy... author...



Planet of the Apes (courtesy of Paramount)

TO BOY



ONLINE

Fire up your modems to take on the Empire, Borg and Shadows

by John Kaufeld and the IQ Gamer staff

Duel to the death on a catwalk in Cloud City. Watch the enemy's shields collapse beneath your ship's punishing phaser barrage. As a First One, coax the younger races into following your lead.

Sound like fun? Welcome to the world of online gaming, where thousands of players like yourself interact through their favorite multiplayer games via the Internet.

Except... science-fiction heavyweights like "Star Wars," "Star Trek" and "Babylon 5" just aren't available yet as massive online games. Yeah, there are plenty of popular titles like *Quake*, *StarCraft* and *Ultima Online* worth giving up an hour of "X-Files" or skipping donut time at the crack of dawn, but we can't wait any longer to fight the Empire, outwit the Borg or dodge the Shadows. Call us impatient, but we're going to show you what it would be like if we created the games ourselves...

STAR WARS

Expand the Rebellion from the secret base on Hoth or build political power in the Imperial chambers of the Empire's capital world, Coruscant. Whether you play a droid, jawa, wookiee, even a human, our online "Star Wars" game would give you the galaxy and all its glory.

We'd use an *Ultima Online*-style approach—third-person perspective, high-detail graphics and an open-ended skill system which lets you determine your profession by your game actions. Starting from the backwaters of an Outer Rim world like Tatooine, you choose your character's side in the galactic wars. Align your character with the Empire by disposing of a few "Rebel scum" or take your place in the Rebellion by freeing an Imperial-controlled orbital city or seeking out a Jedi to begin your training.

Speaking of Jedi, you can't just start out as one. First you have to find the right teacher, prove yourself worthy and survive the training process. Jedi are the most powerful player characters in the game—the ultimate good guys who have been playing for more months than your character has credits—and if one accepts you, your character has his work cut out for him. You'll struggle to master combat skills open only to the Jedi, like Acrobatics and Lightsaber Dueling, and explore the ways of the Force with special powers like Telekinesis, Force Awareness and Psychic Suggestion. In your final test, you build your personal lightsaber and face your greatest enemy—a bad-ass NPC from the game, maybe a Sith Sorcerer or a cunning bounty hunter. Only then do you truly become a Jedi.

Our game would emphasize heavy roleplaying. For instance, you create a chadra-fan smuggler and start him on the seamy side of Coruscant. Thanks to a high Star Pilot skill, you pick up a few credits taking the more dangerous runs through the Imperial blockades, then earn a whole lot more by selling the over-powered blasters in your cargo hold to other players. Eventually, you amass enough cash for passage to Bespin where you set up shop as the mercenary who put Lando Calrissian out of business.

All of your favorite "Star Wars" goodies are here as well—provided you can cough up the credits for them, that is. Every fresh-off-the-shuttle Academy Cadet can buy himself a regular blaster, but you'll have to complete a few missions or sign up with a mercenary outfit if you want a set of Mandalorian Armor or a heavy blaster pistol on your hip. And lightsabers? Don't even think about 'em unless you follow the path of a Jedi.

The major characters in the movie—Han Solo, Darth Vader, Luke Skywalker, etc.—appear periodically as well, but under direct *human* control (run by company staff members) instead of computer operated. (We can't imagine Darth Vader aimlessly flopping around the bridge of the Executor stammering "I fail to grasp your meaning" whenever someone tried to talk with him.) Since humans control the main characters, they can organize intricate meta-plots, creating missions and opportunities for player characters. For instance, Grand Moff Tarkin wants to discredit an Imperial admiral, so he enlists players to spread false rumors, conduct clandestine sabotage missions and entice the Rebels into an easy attack on the admiral's private weapons outpost. And just imagine if you became Emperor.



NO SOLO Though Han is definitely in our *Star Wars* computer game, you'd be playing with thousands of other players.

STAR TREK

Defend the front lines against the Dominion, explore the dangers of Borg space, survey a newly discovered planet, and then kick back for some much-deserved rest and relaxation (everybody knows how quiet and uneventful those trips to Starbases and entertainment planets are, right?).

Visually, our "Star Trek" game uses the behind-the-shoulder, *almost* first-person viewpoint of the *Tomb Raider* series and *Heretic II*. This puts you in midst of the action and allows plenty of screen space to interact with both the environment and the other characters around you. Direct player-to-player voice support adds still more reality to the game.

Set in the current "Star Trek" universe ("Deep Space Nine"/"Voyager" series, as well as the latest "Next Gen" movies), you play one of the chief officers on a ship serving the Federation, the Klingon Empire, the Romulans, the Cardassians or the Dominion. Although the game's time frame puts you in the era of Picard, Sisko and Janeway, classic "Trek" appears on rare occasions through missions taking you back in time. Depending on what sectors of uncharted space you venture into, you may stumble across a temporal rift or dimensional wormhole. Are you ready when a simple patrol propels you through a dimensional doorway into the 'Mirror, Mirror' Universe?

Once you're ready to create a character, choose from hundreds of alien races—besides the standards like Vulcans and Trill, you can even play a Gorn!—select a career choice and divide your skill points to be a Scotty-like engineer or diplomatic captain like Picard, then pick up your ship assignment. Depending on your profession, you can be security chief, head engineer, medical doctor, navigator, and so on. Select a job with few openings (like the captain's spot, for instance) and you draw the command of a small scout ship. Positions which require multiple crew members land you on a high-profile ship like the *Enterprise* (those big ships *always* need more security help).

Propelling the game along are the various orders and directives from Starfleet Command and its sister organizations for the alien races. Your missions require exploration of new territory, diplomacy with other races, trade growth, a flexing of military muscle or even direct warfare. Direct player-to-player and ship-based combat can happen, although the characters are bound by their affiliation's treaties. A great many things happen in deep space, though, and your superiors might not hear about *everything* that happens on a particular voyage.

In addition to the smaller missions, there'd be a series of over-arching, massive storylines, such as the Borg Invasion or the ever-present Federation/Romulan conflict. These involve the players from time to time in all kinds of roles, whether it's a first-line defense against another "resistance is futile" Cube, an undercover mission through the Neutral Zone or playing a Dominion spy, pretending to be a character you are not, on a hostile enemy world.

As your character progresses in experience, he or she moves up the chain of command. Think you're ready for your own Klingon Battle Cruiser? Challenge the captain to combat for the right of command! Advance far enough, and you take your place at Starfleet Command or the Klingon High Council, issuing orders to the starships under your command.



SMORGAS-BORG You'll encounter more than 200 alien races in our *Star Trek* online game.

BABYLON 5

Intrigue, espionage, hidden agendas and covert power plays fill the world of "Babylon 5." And, as you might expect, those same elements play a central role in our online version of this popular television show.

From the technical side, our B5 game draws together a combination of game play and interaction features from *Alpha Centauri*, *Myth II* and *Populous*. Like *Alpha Centauri*, we'd emphasize diplomacy and intrigue, keeping it "dark conspiracy" like the back-stabbing struggle for the Centauri Throne or the Vorlons' possession of human vessels to carry out their bidding. *Populous* gives us its omnipotent outlook, giving you broad powers over the game's "child" races, yet tempering those powers with a strong Artificial Intelligence model. Finally, *Myth II* supplies us with its unique, "look in any direction" viewpoint. With a few simple mouse movement, you'll be able to swoop across the Narn homeworld, pick your way through a crowd at Babylon 5 itself or find an optimal vantage point during a Centauri/Minbari space battle.

Instead of a roleplaying approach, our "Babylon 5" game takes a strategic angle on the series, focusing on the First Ones and their interactions with the various younger "child" races of the universe. You take the role of one of the mysterious First Ones, the ultra-powerful races who appeared at the dawn of time, and spent the years since then developing technologies that boggle the mind. Your technological prowess gives you god-like status and capabilities, whether it's whisking around stars to scout out enemy defenses or mind controlling a Psi-Corps task force to annihilate an opponent's command headquarters.

From your lofty perch as a First One, you influence the affairs of the race under your "direction." Again, the details are up to you. Do you strengthen their social order by placing religious centers on the Minbari homeworld, or do you enhance combat effectiveness with space-based command bases around Centauri Prime? Do you encourage religious philosophies, even though your servants may one day worship something other than you?

As the game progresses, you gain special abilities unique to your group of First Ones. Perhaps you can influence an individual's actions, create matter from nothing, warp space and time, or simply keep the supply ships running on schedule (now *that's* a special ability). Your allegiances might shift from race to race as you fight for control of the galaxy. Some races naturally respond to certain abilities, so building a good match between your character and the NPCs is vital. For example, if your First Ones focus on military might, the combat-oriented Narns make a good match as a "child" race.

As an added twist, you also select the type of victory conditions your group of First Ones seek: military, diplomatic, economic, sociological or any of several other possibilities. This general theme determines your victory conditions for each scenario, but the specifics of how to win change every time you play. For example, if you played the Shadows, you might choose "galactic disorder" as a sociological victory condition. Trigger enough races into planetary civil war—maybe by introducing the Drazi to deadly weapon technology before their time—and you win. Of course, the Vorlons might have a say in matters and "order" the galaxy by indoctrinating the very races you hoped to corrupt.



SPACE 1999 Starship combat kicks into overdrive in our B5 game.

The boss screen shots in this article are by Sanctum artists Lee Moyer and Walter Carter. Check out their game at www.sanctum.digitaladdiction.com. John Kaufeld had nothing to do with them. He's still trying to figure out how to operate his screen saver.

KillerDecks

Infinite Cards

by Randy Buehler

Remember when Enchantress decks had Rabid Wombats, Thicket Basilisks, Lures and no chance to win if you killed the Enchantress? Man, that deck was fun. But that's all it was—a fun deck. Well now there's a new Enchantress in town... the Argothian Enchantress is one cheaper to cast and *untargetable*. She's not leaving the table unless your opponent is packing Earthquake or some other non-targeted way to kill an 0/1. What this means is that Enchantress decks aren't just for fun anymore. Not now that you can play eight Enchantresses in a Standard-legal deck, four of which are really hard to kill. Enchantress decks have become lethal tournament-winning decks.

How to Play

This deck was a lot better before the DCI banned Earthcraft, but it's still a killer deck. The idea is that you pile a bunch of Wild Growths and Fertile Grounds onto one or two land. Meanwhile you try to get as many Enchantresses into play as possible so you can draw more cards whenever you play an enchantment. Play your Enchantresses before you play enchantments whenever possible.

After 3-5 turns you should be drawing so many cards that every time you play an enchantment, you draw another one. At that point the only thing that can slow you down is if you run out of mana. That's where *Urza's Legacy* kicks in! Cast Frantic Search and choose to untap your Serra's Sanctum and whichever lands you piled all those Wild Growths on, plus you dig two cards deeper into your library to find whatever cards you need to keep going. You can also use Turnabout to untap all of your lands. Since your lands will usually produce much more than four mana, Turnabout should generate a large amount of mana. Eventually, you'll have more than 20 mana floating in your mana pool, and as soon as you draw a Fireball, point it at your opponent and win the game!

One of the strengths of the deck is that most of the "combo cards" either produce mana or allow you to draw extra cards.

That means they are all useful on their own, even before you get the engine running. Exploration lets you keep



SOME ENCHANTED EVENING A date with this babe means lots of cards.

putting extra lands into play as you draw them. The Vineyard also accelerates you with two extra green each turn and might even cause your opponent to mana burn to death. Wild Growth and Fertile Ground also accelerate your mana development, while Sylvan Library will help you draw the cards you need at the beginning of the game. Don't forget that you can draw extra cards with Sylvan Library, and this deck wants to win as quickly as possible, so most of the time you want two more cards rather than eight life.

The special land Serra's Sanctum is another key to the deck. You play so many enchantments that the Sanctum should produce a lot of mana each time you tap it. Then Frantic Search and Turnabout will allow you to use it over and over again. You don't actually have any white cards in your main deck, so just think of all that mana as colorless mana—perfect for sinking into a large Fireball.

Once you have out a few Enchantresses, Attunement should

the deck

GREEN SPELLS

- 4 Argothian Enchantress
- 2 Eladamri's Vineyard
- 4 Exploration
- 4 Fertile Ground
- 3 Sylvan Library
- 4 Verduran Enchantress
- 4 Wild Growth

BLUE SPELLS

- 3 Attunement

4 Frantic Search

3 Turnabout

RED SPELLS

- 2 Fireball

LAND

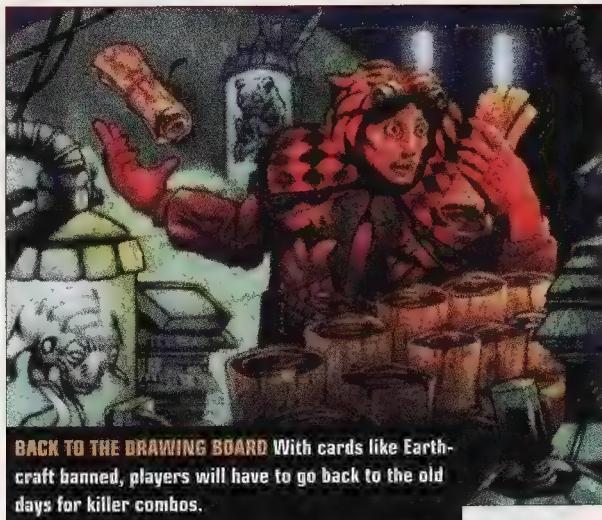
- 4 City of Brass
- 12 Forest
- 4 Island
- 3 Serra's Sanctum

SIDEBOARD

- 3 Chalice
- 3 Lifeforce
- 2 Power Sink
- 1 Turnabout
- 3 Winter's Grasp
- 3 Worship

SUBSTITUTIONS

- Any enchantment → Ricken's Ward
- City of Brass → Forests, Islands
- Sylvan Library → Mirri's Guile



BACK TO THE DRAWING BOARD With cards like Earthcraft banned, players will have to go back to the old days for killer combos.

let you draw your entire library. Whenever you cast it, you get to draw one card per Enchantress and whenever you use it, you get to draw three more cards! When the engine is running, you'll have plenty of extra cards (especially land) to discard. The best way to learn how to play this deck is just to build it and do some test draws. Assume your opponent can't interfere with you and try to win as quickly as possible.

Weaknesses

There are two main deck types that can cause problems for this deck. One is super-aggressive decks like Sligh and Suicide Black. Suicide Black can sometimes outrace you and win the game faster than you can, while Sligh can slow you down by killing your Verdurian Enchantresses. If you have a slow draw, you'll need help from your sideboard. As long as you get Worship into play and control an untargetable creature, your life total can never go below one, which will probably be lights out for your opponent.

The other sometimes troublesome match-up is against a heavy permission deck. You certainly don't want your game-ending Fireball to get counterspelled. The trick to beating those decks is to try to cast Turnabout on them and tap all of their lands. That way they can't stop you from going off. The best time to do this is during their discard phase so you'll get to untap before you do anything else. Another sure way to beat these decks is to Power Sink any random spell they cast in order to tap them out and allow you to go off unhindered on the next turn.

How to Sideboard

This deck has plenty of enchantments, so feel free to sideboard out whichever ones don't seem very good against your current opponent. All the non-enchantments in the deck are fairly important and should not be sideboarded out, with the possible exception of one of the Fireballs. Against Sligh, the red-hosing Chill is obviously useful. Against Black, the counterspell-enchantment Lifeforce is better than most of the enchantments in your main deck. Against another Enchantress deck you should be able to devastate them with the land-destroying Winter's Grasp. Wait until they put a bunch of enchantments on one land and then blow it up. The land destruction plan is so good against Enchantress decks that if a lot of people in your area play landkill, you need to add to your sideboard the best land preservation card around, Sacred Ground. ■

Freelancer Randy Buehler likes to chant in the forest. Now all he needs is some weird-ass squirrel cat for his shoulder.

the non-killer deck THEME DECK



In honor of our sci-fi theme this month, we bring you the following theme deck. In an episode little known to *Magic* historians, Urza and Mishra actually cooperated in a space race before the Brother's War began. Yep...Urza, Mishra, Tawnos, Hurkyl and all their friends devoted themselves to getting the *S.S. Zemo* into space. If you can manage to get one or two of the space threats into play, and use your scientific advancements and robotic crew to guide your ship out of harm's way, your future looks good.

THE SHIP

1 Ashnod's Transmogrify	1 Forcefield
1 Astrolabe	1 Heat Ray
1 Bosis Strip	2 Rocket Launcher
1 Echo Chamber	1 Voltaic Key
1 Fluctuator	

ROBOTIC CREW

1 Brass Man	1 Storm Crow (Crow from "MST3K")
1 Clockwork Avian	1 Triskelion
1 Mindless Automaton	1 Yotian Soldier
1 Soldevi Golem	

SCIENTIFIC ADVANCES

1 Endoskeleton	1 Telepathy
1 Energy Field	1 Teleport
1 Mishra's Helix	1 Temporal Aperture

SPACE THREATS

1 Cosmic Horror	1 Naked Singularity
1 Energy Vortex	1 Psionic Entity
1 Falling Star	1 Time Elemental
1 Meteor Shower	1 Time Warp

POWER SOURCES

2 Bottomless Vault	9 Island (Hydroponics)
4 City of Brass	1 Sol Ring
2 Dwarven Hold	1 Thran Turbine
3 Dwarven Ruins	4 Urza's Power Plant
2 Ebon Stronghold	1 Worn Powerstone

More KILLER DECKS for your other favorite CCGs →

KillerDecks²

Jem'Hadar Camp-Out! by David Bowling

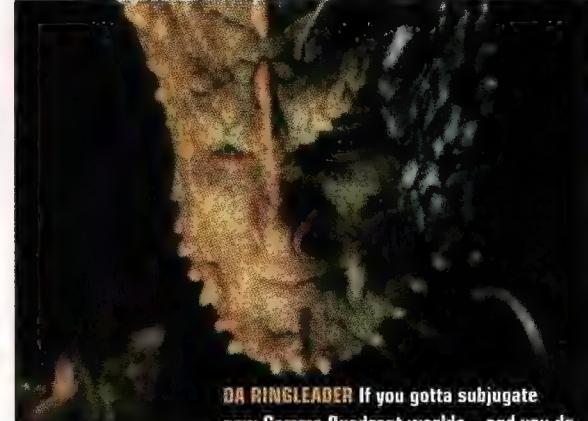
The Jem'Hadar are among the greatest warriors in the "Star Trek" universe. But what do these vicious fighters do to relax after a hard day of subjugating other races? The "Deep Space Nine" episode "The Jem'Hadar" gives us an answer: They go camping. Can it be just a coincidence that Ben Sisko and company first ran into the Jem'Hadar on a camping trip?

Deck Concept

The premise of this deck is pretty straightforward. The Jem'Hadar solve a Gamma Quadrant planet mission using Subjugate Planet. After the mission has been solved, the Jem'Hadar build a Colony there. Then, they just sit back and relax. Throw in a Horga'hn, and the Jem'Hadar really feel the love. They may still need to make a Ketracel-White run to a nearby supply depot, but other than that, they can hunt, fish, capture Starfleet officers or whatever else the Jem'Hadar do to relax.

How to Play

Some players use Colony Preparations in their Dominion colony decks, because it lets you download a colony. It is also universal, so you can seed multiple copies; however, instead of Colony Preparations, this deck utilizes the special features of some unique Gamma Quadrant planet missions. Camping Trip is a great place to build a Colony because Vorta and Jem'Hadar may report directly to that mission. Aid Fugitives is a key to the dilemma strategy of this deck. Intelligence Operation is the Founder homeworld and The Great Link can only be seeded at this location. Rescue Founder,



DA RINGLEADER If you gotta subjugate new Gamma Quadrant worlds—and you do gotta—Remata'Klan is your Jem'Hadar.

the only planet mission in the Gamma Quadrant with a Dominion icon, is the fourth mission in this deck. These unique planet missions provide another benefit. Camping Trip, Aid Fugitives and Rescue Founder are all protected by Fair Play where Colony Preparations can be stolen by an opponent. Two Construct Depots in the Alpha Quadrant round out the six missions in this deck. Construct Depot is a great Dominion mission because an opponent cannot attempt it. Even the Borg are unable to establish a gateway there.

This deck's dilemma strategy is based on medical depletion. Combine the five Hippocratic Oath dilemmas with the Aid Fugi-

the deck

SEED DECK

FACILITIES

- 1 The Great Link
- 1 Primary Supply Depot

DOORWAYS

- 1 Q's Tent
- 1 Spacedoor
- 1 Space-Time Portal

MISSIONS

- 1 Aid Fugitives
- 1 Camping Trip
- 2 Construct Depot
- 1 Intelligence Operation
- 1 Rescue Founder

ARTIFACTS

- 1 Horga'hn

DILEMMAS

- 1 Altonian Brain Teaser
- 1 Aphasia Device
- 2 Crystalline Entity
- 1 Dead End
- 1 DNA Clues

1 Fair Play

1 Hide And Seek

1 Hidden Agendas

5 Hippocratic Oath

3 Lack Of Preparation

1 Mirror Image

1 Unscientific Method

2 Tarellian Plague Ship

OBJECTIVE

1 HQ: Secure Homeworld

1 Subjugate Planet

EQUIPMENT

1 Jem'Hadar Birthing Chamber

1 Ketracel-White

DRAW DECK

PERSONNEL

1 Borath

2 Eris

1 Founder Leader

1 Goran'Agar

1 Keevan

1 Kira Founder

1 Lovok Founder

1 O'Brien Founder

1 Omet'iklan

1 Ornithar

1 Remata'Klan

1 Temo'Zuma

2 Virak'kara

1 Weyoun

2 Yak'Talon

3 Young Jem'Hadar

SHIPS

3 Jem'Hadar Warship

EQUIPMENT

1 Jem'Hadar Disruptor Rifle

2 Ketracel-White

EVENTS

4 Kivas Fajo Collector

1 Recruit Mercenaries

1 The Traveler Transcendence

INTERRUPTS

1 Full Planet Scan

3 Kevin Uxbridge

3 Palor Toff Alien Trader

4 Wormhole

DOORWAYS

2 Bajoran Wormhole

3 Q's Tent

OTHER

1 Colony

1 Reflection Therapy

Q'S TENT SIDE DECK

1 Alternate Universe Door

1 Bajoran Wormhole

1 Colony

1 Dead End

1 Full Planet Scan

1 Goddess Of Empathy

1 Invasive Beam-In

1 Lore

1 Recruit Mercenaries

1 Reflection Therapy

1 Regenerate

1 Subjugate Planet

1 The Devil



REALLY BAD ACNE Young Jem'Hadar will be an unpleasant sight for your opponent.

tives mission to wipe the table clean of your opponent's medical personnel. Hippocratic Oath can be seeded under any mission and it relocates medical personnel to Aid Fugitives in the Gamma Quadrant. Aphasia Device, Tarelian Plague Ship and Crystalline Entity can decimate a crew if there is not enough medical available.

The Crystalline Entity dilemma becomes even more dangerous with Lore in play, since Lore doubles its requirements to two science and two medical. Unfortunately, Lore cannot normally report to the Gamma Quadrant. Recruit Mercenaries in combination with the Altonian Brain Teaser dilemma provides an effective way to bring Lore directly into the Gamma Quadrant. First, you seed Altonian Brain Teaser at your Primary Supply Depot location. Next, attempt the mission and tip off the Brain Teaser to nullify the Recruit Mercenaries 10 point loss. When personnel with treachery are present, you can play Recruit Mercenaries there to download Lore from your Tent. With Lore in play you get some nice skills and attributes in addition to pumping up your Crystalline Entity dilemmas.

Weaknesses

Altonian Brain Teaser is a big help in getting Lore in play, but it's a real bummer if your opponent seeds it where you plan on building a Colony. Points scored by a Colony are bonus points and are nullified by the Brain Teaser. So, if the Jem'Hadar encounter the Brain Teaser while subjugating a planet, they will have to go elsewhere to build a Colony.

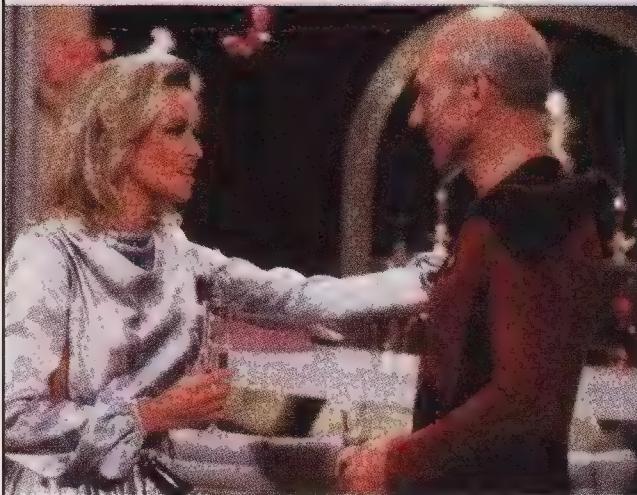
Another threat to this deck is a Black Hole. The Black Hole can rapidly destroy your four Gamma Quadrant missions, leaving an opponent in the Alpha Quadrant untouched. There are two ways Bajoran Wormholes can defend against this tactic. First, you can beat your opponent to the punch and play a Bajoran Wormhole between your opponent's space cards—leaving no place to play the Black Hole. Second, if your opponent does manage to get a Black Hole in play, drop a Bajoran Wormhole next to it. When the Black Hole is about to suck in your Bajoran Wormhole, you can destroy the Black Hole by playing another Bajoran Wormhole from your hand. Even the Jem'Hadar know when they need a little help from the Prophets.

The Jem'Hadar may be the deadliest fighters in the Gamma Quadrant, but deep inside the heart of every Jem'Hadar soldier, there is a Boy Scout just dying to "camp out." And let's face it; we'd rather hang with the bad boys than a bunch of aging Starfleet officers at the Grand Canyon. Everyone together now, "Row, row, row your boat..."

Richard Photo courtesy PhotoFantasies

David Bowles may have been many things, but he was never a Boy Scout.

the non-killer deck THEME DECK



THE BALD AND THE BEAUTIFUL

In this game, the Federation has the most bald personnel. They also have the highest number of beautiful cards. Well, at least, I think so. Beauty is in the eye of the beholder, after all. And now, it can be in your deck!

If you've ever put together a Federation deck, you know that there are a lot of personnel that are very similar. Deciding between them can be difficult. When in doubt, use this chart. You'll be surprised at how effective a deck can be when it has a 1:1 bald:beautiful ratio! This list does not include any alternate universe cards. Let's not go there, eh? Oh, and if you think we missed some of the beauties, you may want to raise your standards...unless you're the kind of guy who thinks the *Golden Girls* were hot babes.

There are many possible Federation missions from which to choose, so use the ones you like. Sprinkle in the interrupts of your choice and you're set to go! ■ Jason Robinette

PERSONNEL

1	10 and O1	1	Guinan
1	Altovar	1	Ishara Yar
1	Benjamin Sisko	1	Jadzia Dax
1	Beverly Crusher (FC)	1	Jean-Luc Picard (FC)
1	Couto	1	Jenna O'Sora
1	Dathon	1	Kalita
1	Deanna Troi (FC)	1	Karen Branion
1	Dr. Leah Brahms	1	Keiko O'Brien
1	E.H. Program	1	Leah Brahms
1	Eric Pressman	1	Linda Larson
1	Gibson	1	McKnight
1	Gorta	1	Mendon

SHIPS

1	U.S.S. Bozeman	1	U.S.S. Enterprise-E
1	U.S.S. Defiant	1	Tara

EVENTS

1	Barber Pole	1	Fair Play
1	Captain's Log	2	Mot's Advice
1	Crew Reassignment		

OBJECTIVES

2	Reflection Therapy
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DECK BUILDING 101

Licids

by Alex Shvartsman

If you tune your deck well, it's even possible to win with licids. Those wacky creatures that can turn into enchantments may not be plentiful, nor powerful, but they're fun to play, and with some deck-building tips they can be as devastating as Shivan Dragons after a Taco Bell feast. Sort of...

Step 1: Theme

First, have a good idea of what kind of a theme deck you wish to build. In this case, the theme is licids. The easiest thing to do would be to throw as many licids as possible into the same deck and call it a day. Not only would that deck win zero games, there is no satisfaction in building it. Instead, consider all the available licids to decide which have the best abilities.

Step 2: Colors

Clearly, Dominating Lizard, with its ability to take control of other creatures, is your best choice. Using this creature suggests that the deck revolving around it should probably be a control deck. Blue and white are the choice colors for such a deck. Blue offers countermagic and a variety of good control cards in addition to having the Dominating Lizard on its team. White supplements blue very well, as it is capable of removing any permanents that get past the countermagic.

Most of the better blue cards you will end up using require two blue mana to cast, while most of the white cards require only one white mana. This suggests that the deck will work best with a heavy blue base and a splash of white support cards.

Step 3: Creatures

Calming Lizard and Stinging Lizard are both good choices in such a deck. A built-in *Pacifism* ability allows Calming Lizard to hold off your opponent's creatures until you are ready to deal with them on a more permanent basis. Even though the Stinging Lizard's special ability—it becomes a creature enchantment which deals two damage every time its host taps—is not quite as useful, it is an inexpensive creature that will work well in the overall theme.

Lizards require some mana to operate efficiently, so the deck needs a few creatures to slow down an opponent's assault in the early game. Hammerhead Shark works nicely for this purpose, since it's a 2/3 creature for only two mana. Moreover, it is also one of your most potent weapons should you face a creatureless control deck—which will almost certainly play Islands and allow your Shark to attack.

As the deck includes a fair amount of powerful enchantments, look into a list of available creatures



the deck CONTROL FREAK

BLUE CREATURES

- 3 Dominating Lizard
- 4 Hammerhead Shark
- 2 Stinging Lizard

BLUE SPELLS

- 2 Capsize
- 2 Confiscate
- 4 Counterspell
- 4 Legacy Allure
- 2 Power Sink

WHITE CREATURES

- 4 Calming Lizard
- 3 Monk Idealist

WHITE SPELLS

- 2 Disenchant
- 3 *Pacifism*
- 2 Winds Of Rath

LANDS

- 3 Drifting Meadow
- 8 Island
- 7 Plains
- 3 Remote Isle
- 2 Thalakos Lowlands

Here are the top cards in the deck and how to play them:



CALMING LICID: Calming Livid can hold off not one, but two creatures. As your opponent attacks, pay one mana to jump off the enchanted creature, block another attacker and jump back onto the same "Pacified" creature before damage is dealt.



CAPSIZE: Cast this instant during your opponent's discard phase so that you have untapped mana available as often as possible. You can even Capsize some of the cycling lands you had to play early in the game to turn them into other cards.



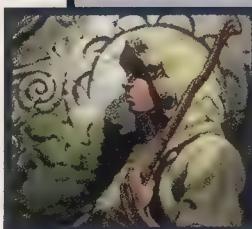
CONFISCATE: Bide your time and hold this card until the perfect opportunity to play it comes along. Stealing the right permanent, like your opponent's Torch Song, is key to winning with this deck.



COUNTERSPELL: With only a few countermagic cards in the deck, be patient in using them. Save countermagic to deal with your opponent's key plays, allowing your other cards to handle minor threats.



HAMMERHEAD SHARK: An inexpensive blocker against aggressive decks, the Shark is not a wasted draw against control strategies like a wall would be. It becomes a way to deal plenty of early damage and often a way to win the game.



MONK IDEALIST: This card combines perfectly with Legacy Allure and other enchantments, returning the ones you really need to your hand to be cast again. If need be, Capsize your own Monk Idealist to retrieve enchantments.



WINDS OF RATH: This card combines well with licids. Have your licids jump on each other, each one now with an enchantment, then cast Winds Of Rath to clear the rest of the creatures off the board.

that may interact well with them. Monk Idealist will allow you to reuse a Legacy Allure, or get back a destroyed Confiscate or Pacifism. It is also a decent creature you can cast on turn three, so several of them go into the deck.

You may consider blue's Gliding Livid, but in the end, it won't make the cut because it's a little too expensive (U2 for a 2/2 creature) and its flying-granting ability wouldn't be all that effective in this deck.

Step 4: Spells

Which spells are most powerful when combined with the livid strategy? Winds Of Rath immediately comes to mind. This variation on a Wrath Of God allows creatures with enchantments on them to survive the destruction—perfect for a livid deck. Have the licids jump onto each other and your other creatures while you wipe out an opponent's army with a single spell.

By choosing the Dominating Livid as the flagship card of this deck, we have committed to a secondary theme—gaining control of your opponent's permanents. Legacy Allure is an excellent card in this case. Livid should have little trouble holding off your opponent's creature while you place enough counters onto the Legacy Allure enchantment to finally claim that creature for your own. The "steal anything" sorcery Confiscate works well too.

Casting cost is an issue however. You do not want too many expensive cards in your opening hand, and so we use two Confiscates (UU4), but four Legacy Allure (UU).

Several Pacifisms round out the creature-removal aspect of the deck, taking out bothersome creatures early with little mana commitment. A downside of this strategy is that a Pacified creature survives Winds Of Rath, but you can use Capsize to bounce the Pacifism back to your hand when you're ready to deal with this creature via other means, or even return your own permanent to save it from destruction. Capsize is one of the better blue utility cards printed in a long time and it easily fits into a variety of decks; when playing blue, it is almost always a good idea to include a few. Finally, two Disenchantments help deal with whatever non-creature threats your opponent possesses; this is another card you want in any deck that has white mana.

Step 5: Lands

Twenty-three lands should allow you just the right speed of mana development. Sometimes a player draws way too much land during a course of the game; however, that isn't as much of a problem thanks to the new cycling lands from *Urza's Saga*. All the deck should ever need is six mana. If you draw more land later, you can cycle away some of it.

Next time you build a theme deck, watch out for the many support cards that can be fun to play and would work very well in your deck. Not all such cards are obvious, but you will find them if you keep your eyes open. And always, always beware the licids.

Alex Shvartsman (ashv@concentric.net) dressed up as a livid last Halloween, but got ejected from the party when he tried to jump onto the host.

TEST YOUR SKILLS: THE WORLD'S WORST MAGIC PLAYER NEEDS YOUR HELP...



THIS MONTH'S CHALLENGE: WAKE UP!

You can't WIN.

Eugene T. Dudley, the world's worst *Magic* player, has been dozing off during his *Magic* duels lately. Too many late nights of getting fraged online by even the newest of newbies have left Eugene sleep-deprived. But during one of his afternoon snoozes, Eugene dreamed up the ultimate deck—a sleeping sorcery extravaganza. When he awoke from his slumber, Eugene quickly went to work on a deck that included all of these potent *Urza's Legacy* enchantments. His deck's first test? Kenny "Can't Lose" Kirkland.

Eugene has managed to build a strong spread, including getting all five enchantments into play. Unfortunately, Kenny has been keeping him at bay with an Energy Field. Eugene, of course, has no way of dealing with it. Suffice it to say, the Kenny in this game ain't gonna be doing any dying, but Eugene does have a chance to pull off the ultimate combo. Of course, he's going to need your help to do it. Can you help him trigger all five sleeping sorceries this turn?

Keep in mind the following:

- Eugene is at 15 life. Kenny is at 13. It is the beginning of Eugene's turn.
- Kenny doesn't have any lands or creatures in play, though it doesn't make much difference. His Energy Field has Eugene stopped cold since Eugene has no way to get rid of enchantments.
- Eugene's Yavimaya Granger just came into play last turn.
- All of the "sleeping sorceries" can only take effect during your upkeep.
- During your upkeep you have full control of the order in which things happen.
- There are no cards in Eugene's graveyard, and the only thing you know about the contents of Eugene's rainbow deck is that it contains several copies of each basic land.

CARDS IN PLAY

- 1 Bank of Madness
- 1 Defense of the Heart
- 1 Eviscerator
- 1 Grazban Ogre
- 1 Impending Disaster
- 1 Oath of Druids
- 1 Penance
- 1 Planar Collusion
- 1 Second Chances
- 1 Witch Engine
- 1 Yavimaya Granger

CARDS IN HAND

- 1 Burst of Energy
- 1 Fling
- 1 Glided Drake
- 1 Harrow
- 1 Repopulate

LAND

- 1 Ancient Tomb
- 1 Caldera Lake
- 1 Forest
- 1 Salt Flats
- 1 Skystroot Forest

ENTER THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND
WAKE UP!

C/O INQUEST
PO BOX 118
CONGERS, NY 10920-0118



The winner, randomly chosen from all correct entries, will snag a box of *Urza's Legacy*. All entries must be postmarked no later than April 30, 1999.

LAST MONTH'S "GREEN WITH ENVY" SOLUTION:

In an effort to get into the St. Patrick's Day spirit, Eugene was trying to turn all of his permanents green. Here's how you do it:

- 1 Tap the Mana Vault, two Forests and two Islands. (2 blue, 2 green and 3 colorless mana in pool.)
- 2 Untap the Mana Vault with the Voltaic Key. (2 blue, 2 green, 2 colorless.)
- 3 Tap the Mana Vault for mana. (2 blue, 2 green, 5 colorless.)
- 4 Cast Kam. (2 blue, 2 green.)
- 5 Activate Kam's special ability three times to turn Anchor's Tomb, Voltaic Key and Mana Vault into creatures. (1 green.)
- 6 Tap the Gaea's Cradle for seven green mana. (8 green.)
- 7 Cast Verdant Touch to turn Gaea's Cradle into a creature, paying for the buyback. (3 green.)
- 8 Untap Gaea's Cradle with Seeker of Skidbreak. Tap the Cradle for eight green mana. (11 green.)
- 9 Cast Lifelace to turn one of your Forests green. (10 green.)
- 10 Activate Anchor's Tomb to turn your other Forest green. (8 green.)
- 11 Cast Verdant Touch with buyback to turn one of your Islands into a creature. (3 green.)
- 12 Cast Verdant Touch to turn your other Island into a creature. (1 green.)
- 13 Cast Sylvan Paradise, targeting all creatures you control—that's every permanent you have except the two Forests, and you already turned them green. Whew. Now Eugene can have a happy St. Paddy's day. (Too bad it's April, though.)

ASLEEP AT THE SWITCH Can you revive Eugene by waking all five sleeping sorceries?

Photo by Paul Schiraldi. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.





Basic BTRAINING

Pokémon CCG

by Rich Lipman

Gary and Ash were nearing the end of their duel, and each had only one prize left to collect for the win. Gary's last hope was Electabuzz, and he was fresh and ready to fight. Ash's Hitmonchan was badly hurt and was paralyzed by Electabuzz's last attack. Ash drew his card and came up with a Switch. Pulling Hitmonchan out of the fight would force the his only remaining pokémon, a lowly Rattata, off the bench and into battle. A lotta good that Switch would do... Or was there

PUBLISHER: Wizards of the Coast

GENRE: Anime

RELEASE: January 1999

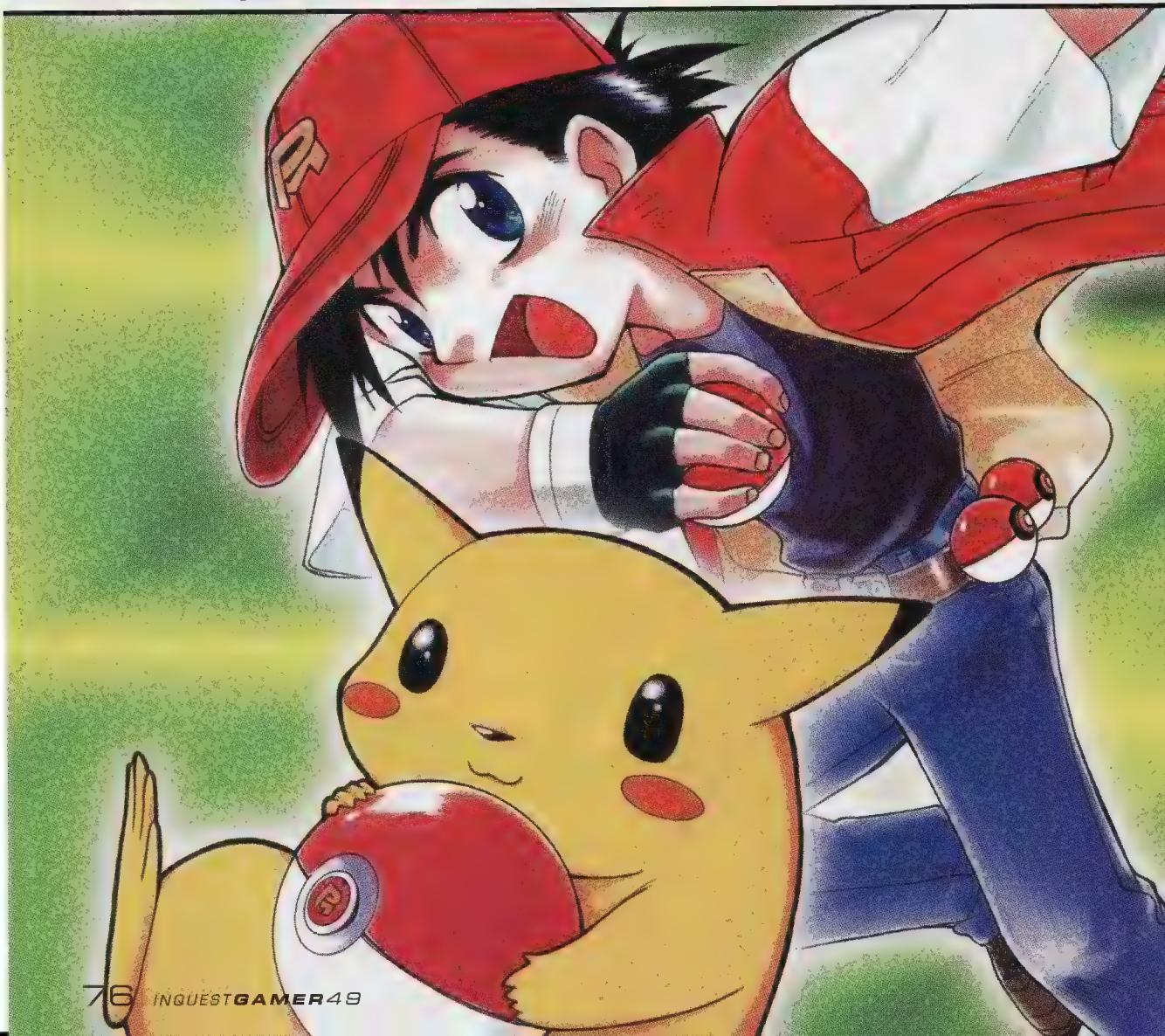
SUGGESTED RETAIL: \$8.99 for two 30-card starter decks

\$9.99 for 60-card preconstructed decks, \$2.99 per

11-card boosters

a deeper strategy to be seen?

Ash used the Switch to pull Hitmonchan to the bench and



send the Rattata up. Gary drooled at the prospect of squishing the rat pokémon and finally beating his rival, but his grin turned to shock when Ash used Rattata's ability to retreat without cost and bring Hitmonchan back up. The short stint on the bench had cured it of its paralysis and it knocked out Electabuzz with its special punch. Gary walked away mumbling under his breath at how the fates conspired against him, but Ash knew that Gary would return one day to get even.

The *Pokémon CCG* lets you stage your own epic battles just like in the Gameboy game or the TV show. But to reign supreme, you need to know the inside dope on building and wielding killer *Pokémon* decks. And here it is.

Deck Building

There are essentially three different types of basic pokémon. First up are pokémon who come out big and strong but don't evolve, like Magmar, Hitmonchan and Jynx. With these guys, what you see is what you get. These pokémon are especially effective in the early game before your opponent has a chance to evolve his pocket monsters; however, they're also good defense. For example, Zapdos can take quite a beating before going down.

The second type of pokémon are those who can evolve once. In their basic versions Seel, Pikachu and Magikarp don't offer much in

the way of offense. But once they evolve into Dewgong, Raichu and Gyarados, they pack a serious punch and become

solid fighters.

The third basic pokémon type is where you start talking major poké-beatdown; these are the guys with three evolutionary stages. Bulbasaur and Nidoran are cute and seemingly harmless, but once they evolve into Ivysaur and Nidorino, your opponent'll be choking on his chortles. Bring out their stage two forms of Venusaur and Nidoking, and these roly-poly beasts can wipe the floor with almost anything your opponent can muster. Some third stage pokémon, such as Alakazam, come with cool powers which allow

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PIKACHU STREET Be a guaranteed winner with our *Pokémon* paths to victory.

them to wreak havoc on enemy pocket monsters from the safety of the bench since their powers are not attacks.

With that as background, let's look at some deck building principles. Your first step is deciding how you want to win. Do you want to beat your opponent down quickly before he can build up? Do you want to render your opponent helpless by depowering his pokémon? Maybe you'd like to buy yourself some time and prepare some poké-beatings by loading up a Charizard or Zapdos before bringing him out? Once you decide your victory goals, you can build your deck to take advantage of that theme.

There are two main ways *not* to design a pokémon deck. The first is to pile a ton of different types into one deck. No matter how cute you think they all are or how much trouble you have deciding which powers are the coolest, you'll rarely have the right energy cards in your hand when you need 'em if you just dump a bunch of random monsters together. A handful of electric energy won't help you much when you have out a bunch of fire and grass pokémon.

The other big mistake is going mono, with only one pokémon type. Sure, you'll have all the right energy and plenty of it, but if you run into a deck filled with critters your little guys have a weakness against, you're toast. Even worse is encountering a deck which features many foes resistant to your type. As good as Charmander is, even a weak water pokémon can take him down without much trouble.

The best approach to deck building until you've become a true pokémon master is to include at least two—but not more than three—varieties of pokémon, along with some colorless types. This gives you a good distribution of energy to match up with monsters in play. Overall, you'll want between 20-24 pokémon in your deck—12-18 of which should be basic.

Be careful when adding higher stage pokémon into a deck. Since you can't play a stage one or two card unless the next lowest stage is in play, you could be stuck with useless advanced monsters in your hand if the deck distribution is wrong and the right basic critter doesn't come up. Start with about one stage one or two for every three basic pokémon of the same type and tune from there.

Once you've determined the types of pokémon you want to

CARD ANATOMY

EVOLUTION STAGE: Basic pokémon can be played from your hand at any time. Stage one and higher pokémon must be played on related, lesser pokémon.

CARD NAME: Our pocket monster

ATTACKS: Given the right energy cards, pokémon can make a variety of attacks.

WEAKNESS: Many pokémon are vulnerable to certain types of others and take double damage from those.



TYPE: Pokémons come in different flavors—such as water, fire and grass—which denote resistance and weaknesses. Pikachu is a lightning pokémon.

HIT POINTS: The number of damage counters the critter can take before it is defeated.

DATA: Flavor text.

RETREAT COST: The number of energy cards you must discard from your hand to retreat this pokémon.

RESISTANCE: Some pokémon can shrug off attacks by certain pokémon.

Basic TRAINING

include in your deck and how many will evolve, you need to consider your energy requirements. If your deck is full of pokémon with small energy requirements you can probably get away with 22-26 energy in your 60 card deck. On the other hand, if you'll be blowing through a lot of energy—maybe because you'll be discarding a lot of energy to "supercharge" your creatures (see the sample deck), or because your deck is loaded with big pokémon—include more energy cards, maybe 26-28.

When you can, work in some pokémon with resistances to other types; you never know when you'll be up against enemies of the type you have protection against. For example, Diglett is a rather unremarkable pocket monster in most situations, but he can bring powerhouse Electabuzz to a dead stop thanks to his -30 resistance against electric pokémon.

Retreats are key in *Pokémon*; there are a bunch of times you'll want to haul your favorite beast's butt out of the fire and drop him back to the bench again, usually to shake a poison counter or save him from certain death. When building a deck, keep an eye out for cards with low retreat costs. The lower the cost, the fewer energy cards you'll have to shuck to yank your little monster out of harm's way.

The last step is adding in trainer cards. Pick those which will either enhance your deck theme or cover some of its weaknesses. If you use a lot of energy to power your pokémon, you may want to consider Energy Retrieval. If you envision yourself playing a fast deck, you may want to hurt your opponents' ability to defend with some Energy Removal or include some Plus Power to enhance your attacks.

Certain trainer cards are powerful in any type of deck. Bill lets you draw two cards and Professor Oak lets you discard your hand and draw seven new cards. There's no point in not having multiples of these in your deck; drawing extra cards keeps your energy up and lets you fish for that key stage two pokémon when



AND IN THIS CORNER Electabuzz makes a great starting pokémon, but watch out for Diglett!

you need him. Potions and Full Heals keep your little buddies alive and kicking. If you play with a lot of evolved pokémon, toss in a couple of Computer Searches to help you dig 'em out of their hiding places in the deck. Packing a Switch or Gust Of Wind will help you arrange the battlefield in your favor.

PLAYING STRATEGIES

Got your deck ready, pokémon trainer? Good, 'cause it's time to do battle. Your opening draw, along with the deck design, will tell you how to start your game.

If your deck features a bevy of blitzing beasties, pick one that

LAYOUT

ACTIVE POKÉMON: This pokémon is "on the field" and is the only one that may attack and defend.

WINNER: When you defeat an opponent's pokémon, take a card from this pile and put it in your hand. The first player to run through his prize pile or defeat all of his opponent's active creatures wins.

BENCH POKÉMON: These guys are on stand-by, ready to enter the fray on a tag-team basis or replace a beaten teammate.



DECK: Draw new cards from this deck.

can dish out the damage from the get-go as your opening, active pokémon, with an attack cost of two energy at most. Rattata, Machop and Electabuzz are three basic pokémon who can get going on the first turn.

If your deck builds slower—maybe you need time to cook up some potent evolvers—toss out a sacrificial lamb to take some hits while you prepare your stage one and stage twos for battle. Chansey and Onyx make great starting punching bags and can buy you the few extra turns you need get your Charizard fired up and ready to go.

There comes a time in most games when you must decide whether to let your little soldier take one for the team or jerk him back and put out a pokémon that isn't quite ready to do its stuff. What you should do in situations like this depends on what's left in your deck and how many prizes your opponent has left to claim. Early in the duel, it's probably better to let your cute lil' pokémon fall on its sword and spill its blood for the cause to buy you an extra turn or two to power up the next wave. Later on in the game, when it becomes critical not to let your opponent get a prize, pulling your pocket monsters back is wiser.

Don't waste your energy! If you have a pokémon on the ropes, you may not want to toss energy on it just to get one more attack in before it croaks—unless you can win, of course. In most situations, you're better off building up one of your benched guys to take his place.

While 99 percent of the time you want to knock out your opponent's pokémon as soon as you can and claim your prize, there are times when it might be better to leave it in the hot seat and bide your time. For example, if he's got a wussy pokémon out front—like Onyx—which has a high retreat cost, you might be better off leaving him there while you strengthen your back benchers. This is especially true if your opponent has a really scary pokémon on the bench which will rock your world if it makes it up front.

While you don't have to play all of your basic pokémon to the bench, remember to have at least one or two there at all times to protect you against losing by not having an available replacement if your active one is defeated. You don't need to fill up all five slots as soon as you can; it's often better to keep some cards in your hand and see what turns up from the deck.

Late in the game, when your opponent only needs one more prize to win, serving up a wimpy pokémon can be deadly. With one Gust Of Wind, your opponent can summon your weeniest guy to the fore to take a fatal "poké" in the eye. Of course, the inverse is also true; if you see your opponent play a weakling at the last moment, don't hesitate to Gust him into oblivion.

POKÉ TILL YOU BROP

Pokémon is a successful game because the rules are simple and the game plays smoothly, without timing problems. It's a fun game because there's a lot of strategy involved and because it's more laid back than most other CCG's. Every deck is capable of throwing things at you a little differently from the last one. Each trainer you face will offer different challenges. Now that you have some clue how to deal with them, go forth and become the best *pokémon* trainer in the world!



the DECK

"Fire & Ice" is a fast-building energy discard deck designed to crank out fire pokémon who can roast your opponent's weenies. Pop the little suckers out, evolve them when you can and discard energy to smite your enemies.

• The Charmander/Charmeleon/Charizard series is one of the most powerful in the game and capable of dealing a world of hurt. Not too much in the game can stand up to a fully loaded Charizard.

• Fire pokémon are vulnerable to water attacks, which is where your water-

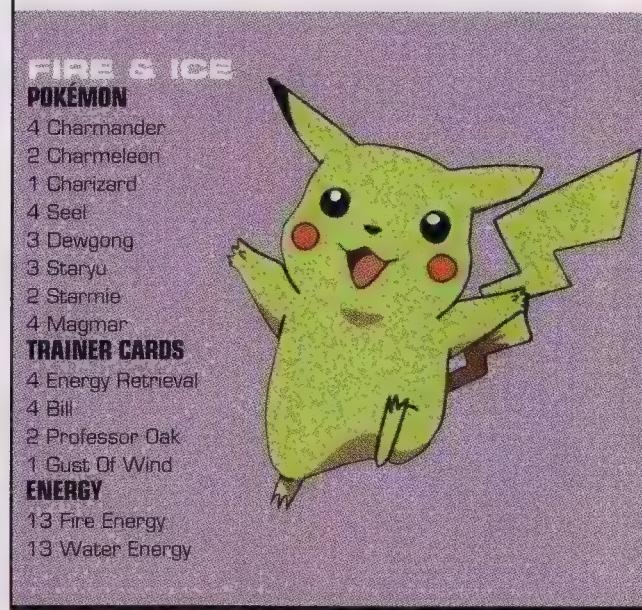
based guys fit in. They can soak up a lot of damage and have some useful abilities on the side.

- The Seel/Dewgong series works well. Seel has a high hit point total for a basic pokémon while Dewgong is one of the most powerful stage one creatures available.

- Magmar can deal a lot of damage, has reasonable hit points for a basic and fits in with the decks theme of discarding energy to "supercharge" the pokémon.

- The Staryu/Starmie series is added for two reasons: Staryu can deal 20 damage with only one energy and Starmie's star freeze is effective, using almost any type of energy.

- The Energy Retrieval and card drawing helps minimize the disadvantage in using Fire Energy to "supercharge" the fire pokémon; you can always be sure more energy is on the way. ■ Rich Lipman



Rich Lipman has been spending hours trying to teach his Metapod to stiffen on command.

plugged in

Myth II: Soulblighter

by Nachie Castro

The tides of war are conspiring against you today. You have a paltry force of eight troops to stave off 25 oncoming undead. The body parts of your comrades litter the ground before you. Wave after wave of enemy attacks have pushed your forces against a rock and a hard place. Fear dances in the eyes of your troops as you bark out a final set of commands. Minutes later, your survivors stand victorious. Smoke rises from the ground as the last of the fires started by your archers die out; craters are all that remain where explosives were placed. There's just enough time to get a sigh of relief when you feel the ground shake, and spy a pack of wolfman-like Myrkadians racing toward you...

These are the odds you will be facing in *Myth II*, the sequel to the award winning real-time strategy game by Bungie Software. *Myth* was the first strategy game that allowed the player

FIRE AND BRIMSTONE It's war with all the fantasy trappings. Even exploding dwarves!

to utilize all 360

degrees of the battlefield, a battlefield that became even more interactive with realistic physics affecting decisions. The scenery provides cover and impacts the effectiveness of your weapons, forcing you to manage your troops closely. There are many variables, but quick thinking, tight management of your forces and the proper use of each unit's special abilities will see you through. We'll get you going in this article with the forces of good. Once you get the basics down, go online for a crack at playing the bad guys.

Units

One of the most important parts of the game is knowing which units to use in which situations. Send four dwarves against four archers, and you get four dead dwarves. Send four archers against four stygian knights, a quartet of slaughtered bowmen. Four dwarves against four knights? The smoking remains of



Myth II: Soulblighter™ & © Bungie Software

armor. Whether or not you're alive at the end of a mission depends on how well you can juggle and arrange all of your units. To get an idea of the good and bad that comes along with each unit, here is a fighter-by-fighter breakdown of what to exploit and what to watch out for:

Warriors: These are your bread and butter field units. They are pretty tough, with no special abilities, and they need to be within sword range to hit their target. Strengths: Tough, effective in numbers, and one of the faster units. Weaknesses: No special abilities, often tagged by friendly fire.

Berserks: "Braveheart" versions



of the warriors. They have less armor and are great sprinters, allowing them to chase down enemies. Best used in numbers to take out long range units—just be sure that you use several at a time since a couple will usually get toasted. Strengths: Speed, quickness of attack. Weaknesses: Their "armor" is a kilt. Kilts were never known for their protective qualities.

Heron Guards: Warrior versions of the field doctor journeymen units, the Guard members wield two swords, move quickly and are able to heal themselves or another unit as a special ability. The Heron, simply put, are the kings of the melee units. Their healing ability, while limited, is still quite effective. Keep in mind that the healing ability takes a moment to use, so don't wait for your troops to be at death's door before saving them. Strengths: Tough, fast, quick melee attackers with ability to heal. Weaknesses: They're still melee units, and can be fodder to numerous ranged attackers.

Archers: Use them well and they can control the flow of a game. Poorly, and they'll end up hacked into pieces. They should be your back line, attacking and falling back repeatedly, and should always be used in groups. You should also practice your

vital stats

COMPANY: Bungie Software

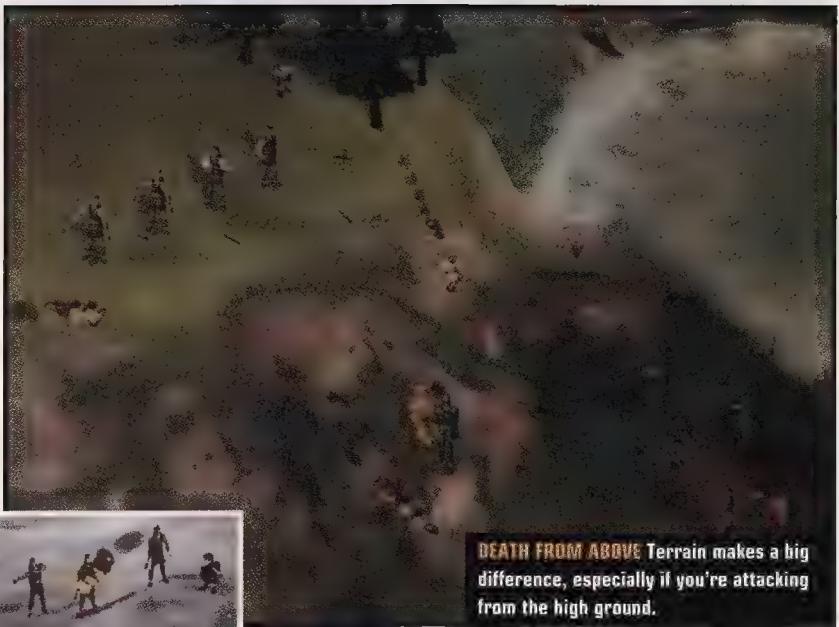
GENRE: Real-time fantasy strategy game

RECOMMENDED COMPUTER: 200 MHz Pentium

or Power Macintosh

WEB ADDRESS: www.bungie.com

APPROXIMATE COST: \$45



DEATH FROM ABOVE Terrain makes a big difference, especially if you're attacking from the high ground.

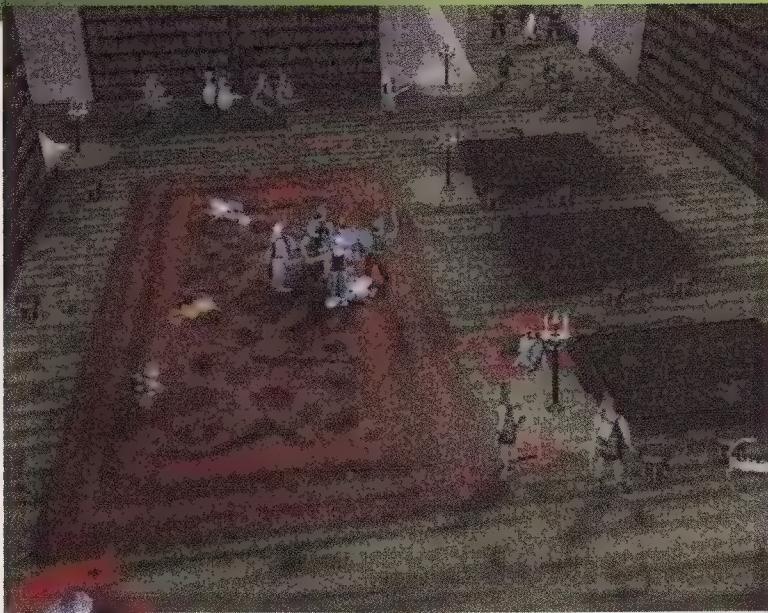
warrior/archer attacks so that the warriors can attack without getting hit by friendly fire. Also, they're usually more expendable than your warriors, so don't get everyone else killed trying to save them. Strengths: Flaming arrows can force an enemy into a position easier to attack, good for getting units off of hills and whittling down attackers. Flaming arrows can also set off explosives an enemy is carrying. Weaknesses: If caught they die easily, because they can't fire arrows at short range. They also tend to plant arrows in allies' backs.

Dwarves: "Make a hole!" The tanks of your armies, these stout warriors pack explosives that can kill numerous opponents in a couple of shots. They're none too quick, but few can make it through the explosions that hit them. Strengths: Power. The explosives will cut through troops, especially in groups. With effective timing, the explosive satchels they can set are also a great way to herd enemies, or make archers waste fire arrows to set them off. Weaknesses: They're psychos with a distinct lack of foresight towards friendly troops. Watch 'em, or they'll cut a hole through your defenses. Their bombs often won't work in the rain, and can be deflected away from an intended target. They're also walking explosives, so one stray spark (or fireball) will blow them and anyone near them to kingdom come.

Warlocks: The warlocks are like smarter dwarves in many ways. Their fireball attack does more splash damage than the dwarves, and are much more accurate. However, their magical energy regenerates slowly. They are most useful in the beginning and at the end of a battle. They are physically weak, so if you've got a fast unit that can take a fireball for your warlock, use it. Get one or two shots in with your warlocks, and quickly move them to a position on the perimeter of the battle with an escort of some sort. They are also perfect as a reserve force for the end of battle. Strengths: Accuracy, large amount of damage. They're great for "popping" wights or blowing up dwarves. Weaknesses: None too tough, and their ammunition is dependent on how much energy they have left, which can leave them high and dry if they're chased down.

Battle Tactics

Whatever you're fighting against, the ability to maintain positioning of your troops is essential to victory. If you just fire them



SHHHH! Be very quiet in the library, especially when you're about to hurl explosives.

your way, as long as you're not too horribly outnumbered. If the enemy begins to get too close for comfort, make the archers and dwarves fall back, while sending nearly all of the warriors in to intercept. And above all, make sure the dwarves don't start lobbing high explosives into the fray. Get them all out of direct combat and hit the space bar to freeze them.

Offense. On the offense, try to utilize any and all numerical advantages. Typically the AI has creatures of the same type hang out in groups, which makes your life much easier. If they've got lots of thrall, or some other creature with only a melee attack, send in the dwarves and archers to bulldoze a path. Use warriors and the fleet-of-foot bezerkers to chase down

all in at once against a prepared foe, you'll end up digging graves for the pieces of your troops. Regardless of which troops you have, it's usually best to keep them spread out in a long line. This will make sure any explosives coming your way will hit only one unit. When setting up, you should take a look at the surroundings and try to see where you want to force the enemy's troops. Try to herd them to lower ground or open fields to maximize your ability to fire ranged weapons at placed satchels or to set the ground on fire. Also, evaluate how important where you are is. Don't hold onto the final hill if it's on fire and about to be stormed from three sides, since it's tactical advantage is pretty much nil.

Defense. If you are on defense, keeping a tight rein on your units and shifting in response to the oncoming attack is both smart and essential. The creatures in *Myth II* will often attack straight on, and if you put your dwarves and archers in the center of your units, with a couple of warriors angled on either side, you should be able to handle most things thrown

spear-wielding soulless, since they can take a couple of hits and live. Always try to use more than one unit when attacking anything with a ranged weapon; the pause that comes after they fire should give you a sizable window of attack. This strategy is especially key against the lightning-throwing fetch, which can take out a unit in one shot.

Terrain. The hills and valleys of the rotating 3D world of *Myth II* give you plenty of factors to worry about during gameplay. Since units with ranged weapons have better accuracy and range when they are at higher elevations, the importance of controlling the high ground is unquestionable. However, even two dwarves dropping death from the top of a hill will be toast against greater numbers, and if all of your forces are occupied by holding the high ground, you have effectively limited yourself while your opponent has all kinds of room to maneuver with. Trees and buildings will provide cover from enemy fire, and are a great way to protect your troops, or to at least regroup survivors and try to get a grasp of the situation. You

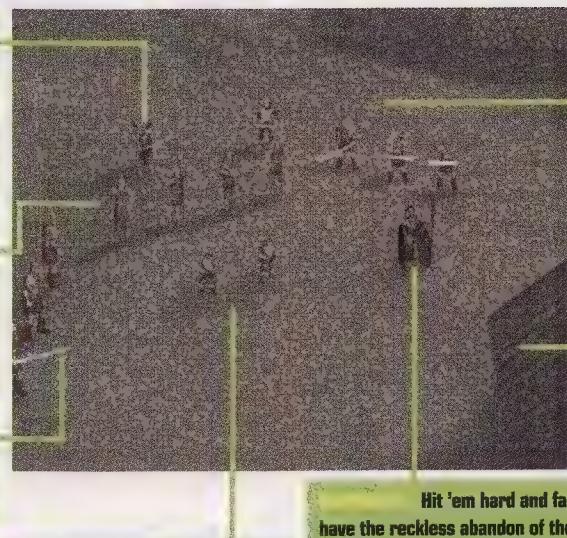
SURVIVAL KIT An ideal *Myth II* formation

The warrior versions of the Journeymen. Keep your eye on them so you can heal them in battle if close to death. In order to use the healing in a fight, you must first freeze them. Do not wait until they are in the red, or they'll die before using the healing power.

Have them fire at will as soon as the enemy is within range, then drop them off to either side so they can get hits in without too many friendly fire hits.

Great for rushing ranged units, or for splitting up in order to get behind a formation.

Let them get as many volleys as possible off towards the melee units, then drop them back and keep them from blowing up your troops.



Positioning your ranged units on an elevated piece of ground can make all the difference in the world. It will make arrows and explosives travel further and with greater accuracy, which can spell the difference when facing an evenly matched force.

Give your melee units some extra time to draw fire or to heal by hiding them behind something. Trees and buildings can be easily used as shielding. Just get comfortable rotating the point of view in the midst of battle.

Hit 'em hard and fast, then drop them back. They don't have the reckless abandon of the dwarves, so you have to give them a clear line of sight before they fire, putting them all the way in front. Use the confusion spell from afar to mess with troops mid-battle.

HOT SPOTS

There are several good *Myth II* sites on the net. For a comprehensive site filled with message boards, strategy columns and places to find multiplayer tournaments, point your browser to www.Mythii.com.

- For news and links to get information from multiplayer areas, try The Myth Townhall: www.townhall.clanplaid.net
- If you're interested in mapmaking and editing, check out Sons of Mygard: www.myth.theresistance.net
- And for game films that are both entertaining and educational, try The Carnage Film Festival www.geocities.com/timesquare/realm/4564

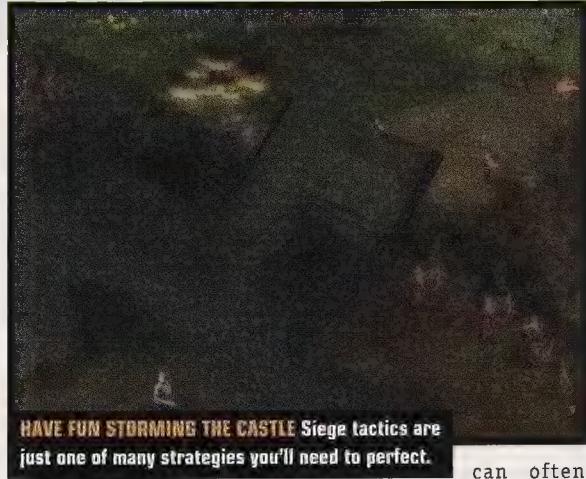
Who says you never learn anything worthwhile from the Internet?

EXPERT TIPS

- Practice moving your more expensive units out of harm's way on the fly. For example, maneuvering a warlock out of the way of another warlock's fireball, or getting a melee unit to "take the bullet" for the magician.
- Got a contingent of troops to take out? Send in a dwarf with archers as back up. Once the enemy troops start getting close to the dwarf, send a couple of fire arrows at the dwarf. He'll blow up, as will all the

satchels he was carrying.

- Set up your archers on the flanks of a pack of melee units fighting. This will result in a far lower number of friendly fire hits on your troops.
- Packs of melee troops are usually the best way to kill Trow, unless you've got a ton of ranged attack units. The Trow will typically plant its foot through them before they get too many shots off though.
- Want to try some good 'ole redneck carnage? On the level "Down A Broken Path" send an archer to the northern most part of the river, where you'll find an island with three frogs. (Any similarities to a certain beer commercial are purely coincidental.) Shoot the amphibians and they'll turn into eggs. Then finish the level and it will take you to the secret level, "A Long Awaited Drinking Party."



HAVE FUN STORMING THE CASTLE

Siege tactics are just one of many strategies you'll need to perfect.

can often change a situation where you're being chased down to one where the hunters are walking into your trap if you can shield yourself with cover.

Positioning. Whenever you are fighting on a level with choke points, be it castle entry points, rooms within interiors or just valleys outside, use the environment to your advantage. Explosives do a higher amount of damage inside, so a satchel here and there in doorways can take out whatever is foolish enough to chase you. When forced to storm a castle's entryway, be sure to get close to the walls and look all around the other side so you know what to lead with.

One of the most offensive moves in *Myth II* is being able to flank an opponent. By using archers and dwarves with melee units on the fringes waiting to close in once the enemy gets close enough, you can spread out the formation and draw your enemy in closer and closer. The idea is to drop the ranged units back further and to the side, while letting swordsmen take care of the other melee units, who will have already taken some damage from your ranged fire. The positioning of the troops when engaging is also important. It takes a good amount of practice, but try to spread out the warriors so that when they fight, each one can hit its target. Send fire arrows after opposing dwarves immediately—consider them bombs within your enemies ranks. And above all, make sure that your final troops aren't a couple of wounded archers. If someone's gotta die, sacrifice the archer.

Tangibles. The order of commands you use in combat can tip the scales as well. There's no need to wait for the enemy to come into range when you can control-click on the ground directly in front of them to launch preemptive strikes. Using warlocks or dwarves in this fashion will help avoid a tit-for-tat fight where luck is the determining factor of who wins. Another thing to keep in mind which may tilt the scales in a skirmish is that your units gain experience with the number of kills they have, so the fighters with more kills are worth looking after. Also, unlike the forces of light, undead units can hang out underwater, which makes them the perfect ambush units. Try not to travel directly next to water, so that if something pops its head up you'll have time to get some ranged shots in. This is especially true if a wight appears—its explosion can trigger dwarves and wipe out troop formations. Fortunately, dwarves and archers have better range than the wight's explosion, but there is always the risk of being surrounded.

Bombs Away!

Now you should have enough to get started on *Myth II*. Jump



BILLY BOB

into the single player mode to get the hang of how each unit deals with different situations. Going online at bungie.net is another great way to get some practice in. After all, a live opponent with all the units at his disposal will be more crafty than the set AI will be. So get out there and start blowing things up!

New York City native Nachie Castro now screams "make a hole!" whenever getting onto a subway car. He has little trouble finding seats.

Turn the page for more tips on the hottest games.

EVERQUEST

- You can cast defensive and stat-boosting spells on yourself while engaged in combat, and you can do it efficiently with a little keyboard work. Remap "target nearest NPC" to F2 and put your favorite defensive spell into the third quick-key slot. During combat, a quick combination of F1, 3, F2 will allow you to cast a spell on yourself without missing a beat on the attack.
- The Qeynos guards aren't very friendly toward necromancers, attacking them on sight. If you want to travel to or from Erudin, use the underground Qeynos aqueduct system. There are two under-



EVERQUEST

water entrances outside the city: One is beneath the docks by the Port Authority and the other is behind a secret door along the north wall. (Look for the ivy-patched area east of the main gate.)

- Speaking of secret doors, Norrath is full of them. The rogue guild in the gnomish city of Ak'anon is hidden behind one of the curtains in the cleric guild.

BALDUR'S GATE

• Even the most stalwart adventurers can be overwhelmed by numbers. If you're facing a large group of enemies, such as the dread wolves in the basilisk area, you don't necessarily have to face them all at once. After scouting the area with a thief, carefully inch a character toward the mob, drawing foes to your group a few at a time.

- Another good way to deal with a mob is to send a charmed NPC in first. You can do this by accompanying him with an hidden or invisible character and then ordering the NPC to attack.



BALDUR'S GATE

• Before heading off to chapter six and finishing the game, stop by the Sorcerous Sundries magic shop in Balder's Gate and stock up on wands of master summoning. Generating hordes of defensive creatures will be super handy especially at the end.

THIEF

- Having trouble getting into the haunted cathedral? Go to the grotto with the key-shaped pedestal and shoot fire arrows into the unlit torches to either side of the statue. A door will open. When

you come to the closed and barred door, put rubble on the right pedestal and stand on the left one. Run through when the way is clear, and keep the gate open by using the lever inside the door.

- When attempting missions that offer to sell you tips, buy the tips, start the mission and read them. Then start the mission again and spend all your money on equipment.



ULTIMA ONLINE

- A common tactic used by PKs is to paralyze their victims and then blast away. To escape, prepare ahead of time with an explosive potion or magic-trapped box. As soon as you become paralyzed, double-click the potion or box and the resulting explosion will break the paralysis.

• Taming nightmares is a lucrative, but risky proposition. To avoid the nightmare's dangerous fireball attack, taunt your target. Then, as soon as you hear it growl, recall to safety. Quickly return and your task will be much easier, as the nightmare won't fireball again.

ALPHA CENTAURI

- Much like in *Civilization II*, the special projects that give you instant technology advances—in this game Secrets of the Human Brain and Universal Translator—are key to giving you an edge over your opponents, live or AI.

• You can activate the scenario editor by hitting Ctrl-K. The options are listed under menu/scenario. However, cheating will affect your score.

- If you want to do a little cheating without hurting your score, you can do "reconnaissance work" to explore the map. When moving a unit, left-click and drag.

You'll be given the coordinates of the map areas you drag over—even those you haven't explored—as well as any landmarks or cities located there.



ALPHA CENTAURI

Dates for GameCamp

Magic: The Gathering®

6/24-6/30

7/8-7/14

7/22-7/28

7/29-8/4

8/12-8/18

8/19-8/25

Advanced

Dungeons & Dragons®

7/15-7/21

Warhammer®

GameCamp Contest Rules

1. **Entry:** To enter, mail your completed entry to Wizards of the Coast, Inc. ("Wizards"). No purchase required. One entry per person. Entries must be received before midnight (Pacific Time), May 15, 1999.

2. **Prizes:** a. **Grand Prize:** One Grand Prize Winner will be awarded a one-week session at GameCamp, consisting of one roundtrip coach air ticket from any major commercial international airport within the United States to Seattle International Airport. Travel arrangements must be made at least three weeks in advance of travel date. Prize also includes roundtrip accommodations and meals. All travel arrangements must be made through Wizards and are subject to availability. Travel shall occur between the dates of 6/24 and 8/26 depending on GameCamp session. Collectively, this prize has an estimated value of \$1,500.00. b. **First Prize:** One first Prize Winner will be awarded paid registration for a one-week session at GameCamp. This prize has an estimated value of \$1,000.00. c. **Second Prize:** Two Second Prize Winners will be awarded \$100 worth of Wizards game products (depending on availability). This prize has an estimated value of \$100.00. All other expenses, and all taxes, are responsibility of winner. These prizes are guaranteed to be awarded, and are non-transferable, assignable, or redeemable for cash. No substitutions for prizes will be available. Winners will be selected by committee based on originality and creativity, on June 1, 1999.

3. **Eligibility:** Void where prohibited or restricted by law. Winner's parents or legal guardian, who consents for Winner, must be at least 18 years of age as of May 15, 1999, in order to receive any prize, entrant, and parent or legal guardian must sign a Wizards affidavit of eligibility/receipt of liability/prize acceptance. All later, within ten days of receipt of notification of formal prize, by acceptance of prize, Winner agrees to the use of this and her name and/or likeness for purposes of advertising, trade or promotion, without further compensation. Employees of Wizards and its respective affiliates and distributors are not eligible.

4. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to: GameCamp Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707. Requests for a list of winners must be received by October 30, 1999. Allow 6-8 weeks for delivery of winners list.

This contest is sponsored by Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707.

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Send your typewritten (or otherwise legible) entry, along with your name, address, phone number, birth date (for ages 10-17 only), and email address to:

GameCamp Contest/
P.O. Box 707
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For more information on GameCamp, call (800) 923-0017 or visit our website at <www.wizards.com/GameCamp>.

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Legend

by Chris Doyle

Luxxor, Alien Wizard



DEATH FROM ABOVE Luxxor's alien science appears to be super sorcery.

Tendrils of blue-black smoke rose from the base of the sky-orb. The orb hummed softly amidst the silence of the villagers, its bright, silver surface marred only by the blood of those unlucky enough to be in its path as it fell earthward. With a sharp hiss, a portal opened in the enormous sphere. Thick clouds of dark blue mist issued from the opening and then parted to reveal a large, hideous figure enshrouded in a voluminous black cloak. He reached skyward, his long purplish, clawed fingers clutching a short silver stave across which small arcs of lightning played. At once, the surrounding crowd fell to its knees...

ORIGIN

Luxxor is an alien stranded on a world of superstition and magic who masquerades as a powerful wizard, holding sway over a primitive population of humanoids. He simulates spells with the use of high technology equipment and gadgets. Through the use of carefully chosen clothing and his "magic," Luxxor hides his more alien features and technology.

Undersized for his species at a mere seven feet tall and hounded by his peers, Luxxor was driven to pursue scientific research, a position of low status among his warrior race. As a desperate outcast on a foreign world, Luxxor has used his intelligence, cunning and acting talents to become the stereotypical wizard of his new world. It didn't take long for the alien to realize the power he held in comparison to the inhabitants of this island in the void and enjoys intimidating the puny humanoids.

Luxxor's immediate goal is survival, but he entertains the possibility of repairing his ship and returning home. To achieve these goals, he indiscriminately uses the plentiful and terrified population he has enslaved.

HISTORY

Luxxor was an innovative scientist, fine-tuning the details on a new drive engine for a small prototype spacecraft when a miscalculation stranded him on a world of low science, high violence and powerful magic. He was forced to crash-land in a secluded mountain region of a

world where he had little hope of finding the advanced technology needed to get home.

A primitive tribe of humanoids witnessed the ship streak across the sky and investigated the crash near their village. They decided the metallic craft must be a vehicle of the gods. Using his ship's sensors, Luxxor observed the humanoids from within his craft for weeks while

his wounds healed and he surveyed the damage to his ship. In time, Luxxor learned a great deal about the villagers' culture, including their fear and respect for magic.

The stranded scientist created a disguise to hide his alien appearance and studied their language with the aid of translating programs. He tinkered with various mechanical contrivances to simulate magical effects. When he felt fully prepared, Luxxor revealed himself to his new subjects and established himself as the dark sorcerer appointed by the gods to rule them.

SPECIAL ABILITIES

Luxxor has several advanced technological devices he uses to simulate magic spells:

- Hidden under his cloak is a portable language-translating computer. The receiver is shaped to look like an ornate medallion.
- By mixing various chemicals secreted by his own body, he can create a thick blue smoke which can be released through hoses attached to a bodysuit which captures the secretions.
- A marble-sized sphere hovers near his hand. When activated, it covers Luxxor in a force shield that grants him protection from the limited weapons of his adopted world, though not from the more powerful magic of true magic-users.
- Luxxor carries a short metal stave which can generate varying levels of electrical charge on command. He can throw these lightning charges up to 50 feet. This stave also allows generated an antigravity field which allows him to fly at speeds up to 40 miles per hour.
- His ship is equipped with a hologram projector. When Luxxor's mind is plugged into the computer core of his ship, the ship's projector can create holograms from Luxxor's thoughts, projecting vivid illusions up to 150 yards.

CAMPAIGN IDEAS

• The player characters (PCs) are hired to acquire a rare, magical ore, used in the recharging of magic items. Perhaps the PCs even need to recharge their own failing magical equipment.

When they arrive at the site, they discover the humanoids, led by Luxxor, already control of the ore. Luxxor needs it to provide energy for his ship.

• The PCs are hired to rescue an NPC inventor who was kidnapped by Luxxor's humanoids. What appears to be a random attack is actually only one of several kidnappings throughout the area, as Luxxor is assembling the planet's greatest sages and inventors to help him repair his ship.

• The band of humanoids under Luxxor's control captures the PCs. They are stripped of their weapons and placed in a cell. The former humanoid chieftain offers to free the PCs in return for a favor. He wants them to defeat Luxxor, or at least reveal his charade to the tribe.

Chris Doyle uses hologram projectors, smoke pellets and a lot of bribes to make it appear he's a professional writer.



LUXXOR, ALIEN WIZARD

Luxxor's wide variety of abilities provide many options for foiling the plans of your opponent.

He can deal direct damage or summon flying wearis as necessary. Plus, his alien technologies grant virtual invulnerability. You could say he's extraordinary...

game stats

THE LORE

ADSD

Stats: Str 15 Dex 15 Con 12 Int 18 Wis 13 Cha 6 THAC0 13 AC 4 [-2 with force shield]

Hit points: 55

Abilities: Besides those abilities mentioned, Luxxor also carries a stave that allows him to cast lightning bolts at will as if he were a 7th-level magic-user. He can do this up to 20 times before he needs to recharge the stave in his ship. Additionally, Luxxor's claws can do 1-3 points of damage per attack as well.

LEGEND OF THE FIVE RINGS

Stats: Earth 3 [Willpower 4], Fire 3 [Intelligence 5], Air 2 [Reflexes 4], Water 2 [Perception 4], Honor 0 TN to hit 15 [20 with force shield], Armor 2 [7 with shield]

Wounds: 15-1, 30-2, 45-13, 60- dead

Attack Rolls: Claws 4k2, Lightning bolts 5k2

Damage: Claws 3k2, Lightning bolts 5k2

Skills: Acting 4, Investigation 3, Archery 3, Defense 3, Hand to hand 2

In the world of L5R, Luxxor took the name "Kuzuru."

ON DECK

Alpha Centauri

A great leap forward for mankind.

Ready for humanity's new great leap forward? *Sid Meier's Alpha Centauri*, a veritable sequel to his critically acclaimed best sellers *Civilization* and *Civilization 2*—even though produced by a different manufacturer—is a strategy game based on mankind's first steps at the colonization of space.

Picking up almost where *Civilization 2* left off, *Alpha Centauri* follows the U.N. colonization spacecraft *Unity* on its voyage to Chiron, the nearest planet with an atmosphere sufficient to support life. Problems ensue during the trek, and the ship jettisons seven life pods to Chiron's surface, each with the makings of a planetary colony and manned by people with differing ideals on how society should be run. Your mission? Choose a faction and lead them to political and military supremacy!

The Good

Alpha Centauri mixes hard science fiction with a critical analysis of human history. The game designers really did their homework, and it shows. Gameplay is packed with both realistic societal developments—e.g., the more advanced a settlement gets, the less efficient it is—and funky sci-fi stuff, from chaos guns to psi-tech goodies. Periodic text interludes sweep the player into the ever-developing storyline, and every faction follows its own doctrine, which may or may not benefit you.

AC's interface excels in presenting a lot of data in an orderly fashion. Its "governor" feature, which automatically manages bases for you when you want it to, is very helpful in ruling your ever-growing empire. Of course, you have plenty of opportunities to roll up your sleeves and micromanage your sprawling empire to your heart's content. Each base can be set to explore, build, discover or conquer, so that a faction can maintain a balance of size, infrastructure and military might. A design lab allows for implementation of scientific breakthroughs, upgrading equipment with improvements like new weapons and better shielding.

What gives the game true depth and sense of saga are the multiple victory conditions. Sure, you can stomp every enemy into dust, but there are other paths to success: Win diplomatically by being voted supreme leader of the planet by your opponents, economically by cornering the global energy market, or theoretically by completing a secret project titled "Ascent to Transcendence" and reach mankind's next evolutionary step.

The options don't end there, however. *Alpha Centauri* offers up a host of additions that allow for virtually infinite replay. A random map generator, scenario and planet customization, a smooth multiplayer experience and the freedom to name your faction are just some of the cool options at your fingertips.

Alpha Centauri has surprisingly minimal technical requirements. You won't need a jacked-up Pentium 400 to get up and running.

PUBLISHER: Electronic Arts

GENRE: Science fiction strategy computer game

RELEASE: February 1999

SYSTEM: 133 MHz Pentium, 16 megs RAM, 60 megs HD space

SUGGESTED RETAIL: \$39.99



The Bad

If you're looking

to dive right into *Alpha Centauri* and all its wonders, expect to spend a good amount of time familiarizing yourself with a host of scientific discoveries and technologies like polymorphic software, eudaimonia and nanominiaturization on your path toward transcendental thought. And while you don't need to hold an advanced degree to get started, it will take some effort to learn the ropes, especially for those new to the genre. Gameplay doesn't differ tremendously from the *Civilization* games, which is somewhat disappointing considering how many years the game spent in production.

Also, the world display, while adequate in the early and mid-game, becomes cluttered later in the game when more units and bases are in play. A downloadable patch offering an alternate color palette, available from the official *Alpha Centauri* Website, promises to help a bit.

The Deal

If you enjoyed the *Civilization* games or are an enthusiast of strategy games in general, *Alpha Centauri* is a must-buy. *Sid Meier*, the god of god games, comes through once again. The intuitive interface, in-depth gameplay, and near-limitless options will have you glued to your screen. So grab a copy and fire up the missile units and propaganda ministers; you have a planet to master. ■ *Dan DiGiacomo*

THE VERDICT A-

Pokémon

Cute has officially come to CCGs.

Drop your adorable lil' pokémon into battle, power them up with energy, evolve 'em and watch 'em take bite bites out of their enemies' hides. Watch out, though, because some pokémon are resistant to yours.

PUBLISHER: Wizards of the Coast

GENRE: Anime CCG

RELEASE: January 1999

FORMAT: 102 cards; 60-card preconstructed decks and 11-card booster packs

SUGGESTED RETAIL: \$9.99 per deck, \$2.99 per booster.

The Good and the Bad

Pokémon is a brilliant adaptation of the TV show and Gameboy game, neatly capturing the spirit and action of an actual pokémon battle. The rules are elegant and simple; even someone new to CCGs can pick up the game in minutes. The large number of pokémon and the strategies of combat provide enough variety to keep the game fresh for some time, even for players of more advanced CCGs. It's a friendly game, with no messy timing issues, controversial cards or arcane errata.

Pokémon's primary flaw is that card balance is off. Why play a trainer card which allows you to draw two cards when you can play one which lets you draw seven? With no regulating factors like casting costs, some lesser cards seem destined to drop off the face of the Earth as players favor the power cards. Finally, players who crave the complex strategies of *Magic* might find the game a little too tame after a couple of bouts.

The Deal

With the release of *Pokémon*, cute has officially come to CCGs. With a popular subject and simple gameplay, it's the perfect game to bring new players into the CCG hobby. It sold over 400 million cards in Japan, and seems destined to do just as well here. ■ Paul Sudlow

THE VERDICT

B+

10+

prevent it from running. It appears to

try to stand. LX 13 #66

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Darkness Revealed

An epic saga packed with nasty twists and Machiavellian intrigue.

"Darkness Revealed" creates an epic *Trinity* campaign in three books: *Descent into Darkness*, *Passage Through Shadow* and *Ascent into Light*. Each contains two or three adventures with location source material and color sections with in-universe information for players. The plot sends characters across the galaxy to Luna, the Crab Nebula, Mars and to sites on and above Earth.

PUBLISHER: White Wolf Game Studio

GENRE: Science fiction RPG campaign

RELEASE: March, August, December 1998

FORMAT: Three 120-page softcovers

SUGGESTED RETAIL: \$15.95 each

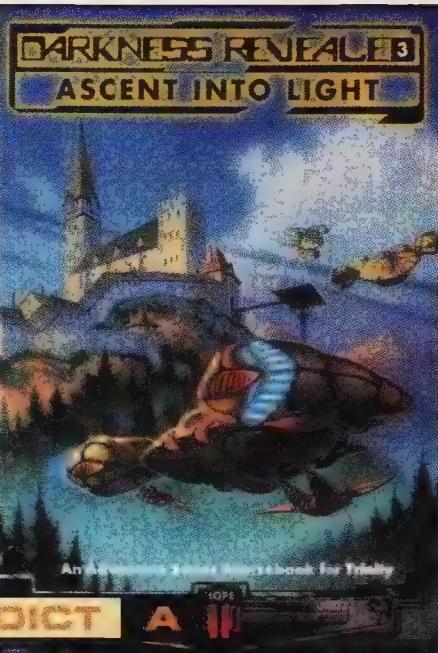
The Good and the Bad

"Darkness Revealed" relies on Machiavellian intrigue between psi orders and nasty plot twists, complete with Aberrant and alien influences. The player background material provides useful information while setting the proper tone for each adventure. Each book is peppered with good art and helpful sidebars, plus tips on running scenarios if you're missing an earlier campaign supplement or wish to skip an adventure. The nefarious plot's gradual revelation blossoms into another adventure sourcebook, *Alien Encounters: Invasion*, which came out in February.

A minor quibble: Though the books do a good job of providing what you need to run each encounter and evoke the proper mood, you'll need to flesh the locales out if you want to use them in more extended conflicts or as settings for other adventures.

The Deal

In three stout books, you get an epic campaign filled with elements which play off the *Trinity* universe's strengths: psi orders, Aberrants and aliens and their inherent twists, surprises and betrayals. A solid value for your money. ■ Peter Schweighofer



THE VERDICT

A

Urza's Legacy

Legacy is unlikely to leave a distinguished mark in *Magic* history.

How do you keep a game fresh after 15 expansions? *Urza's Legacy*, the 16th expansion for *Magic: The Gathering*, gives good indication that Wizards of the Coast is still trying to figure out the answer. Premium foil cards have caused considerable buzz around their latest offering, but the buzz is clouding a set that is mired in mediocrity.

The Good and the Bad

The expansion's one innovation is "sleeping sorceries," enchantments that trigger when certain conditions are met. With the ability to duplicate the effects of powerful cards like Mind Twist and Time Walk, these cards add an interesting wrinkle. There are also several cards that fit well into existing decks, especially in the form of useful creatures like the cheap 3/4 Simian Grunts or the protection-giving Mother Of Runes.

Unfortunately, *Legacy* lacks pizzazz. The new lands that turn into creatures are cool, but they're no Mishra's Factories. The 5/5 Eviscerator is neat, but it's no Juzam. A big problem is continuity. Most of *Magic*'s expansions have had a tight theme, bound either through play mechanics or storyline, but *Legacy* has neither. With no unifying mechanics and a hard-to-follow story that covers a millennium, *Legacy* is more a collection of random cards than an expansion.

The Deal

As *Magic* sets go, *Urza's Legacy* is average. As always, there are a few high-powered cards, but there is little that will radically alter the way the game is played, and even less with regard to theme. Once you get past the glitz of the foil cards, *Urza's Legacy* leaves little about which to get excited. ■ Jeff Hannes

PUBLISHER: Wizards of the Coast

GENRE: Fantasy CCG expansion

RELEASE: February 1999

FORMAT: 143 cards; 15-card booster packs

SUGGESTED RETAIL: \$2.95 per booster



THE VERDICT C+

The Tomb of Iuchiban

Killer traps are like Russian roulette—boring and deadly.

Say what you like about seppuku, but at least it leaves a respectable corpse—unlike the *Tomb of Iuchiban*, a meatgrinder of a scenario that will annihilate your PCs in numerous messy ways. It's Rokugan's answer to *AD&D*'s *The Tomb of Horrors*, and the player characters (PCs) must venture into it to save the Emerald Empire from the evil Bloodspeakers—or—which is much more likely—die trying.

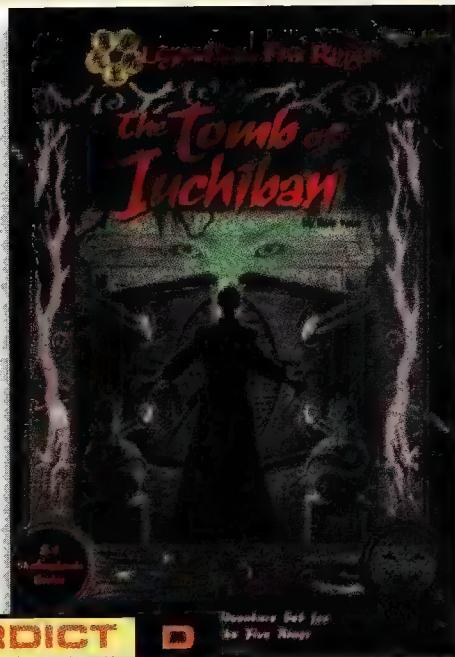
PUBLISHER: Alderac Entertainment Group

GENRE: Oriental fantasy RPG adventure

RELEASE: January 1999

FORMAT: Boxed set

SUGGESTED RETAIL: \$29.95



The Good and the Bad

The atmosphere's right; close your eyes and you're in Rokugan. Particularly good is *The Journal of Kuni Visten*, which relates the violent history of the entombed sorcerer, Iuchiban. The scenario has some classic villains too, like Iuchiban's mad lieutenant, Yajindan, a scheming body-swapping maho magician.

The problem is the scenario. It's incredibly derivative; it's like *The Tomb of Horrors* designed by the demi-lich's mad uncle. It's blandly linear, starting with a routine chase and ending at the tomb with a random collection of deathtraps. Killer traps are like Russian roulette—boring and deadly. There are suggestions as to how to tone down the Tomb's nastiness, and you're warned to use only PCs of third rank or above. But it's not enough. Even if the PCs succeed, they'll only escape with the *deus ex machina* resolution that's provided.

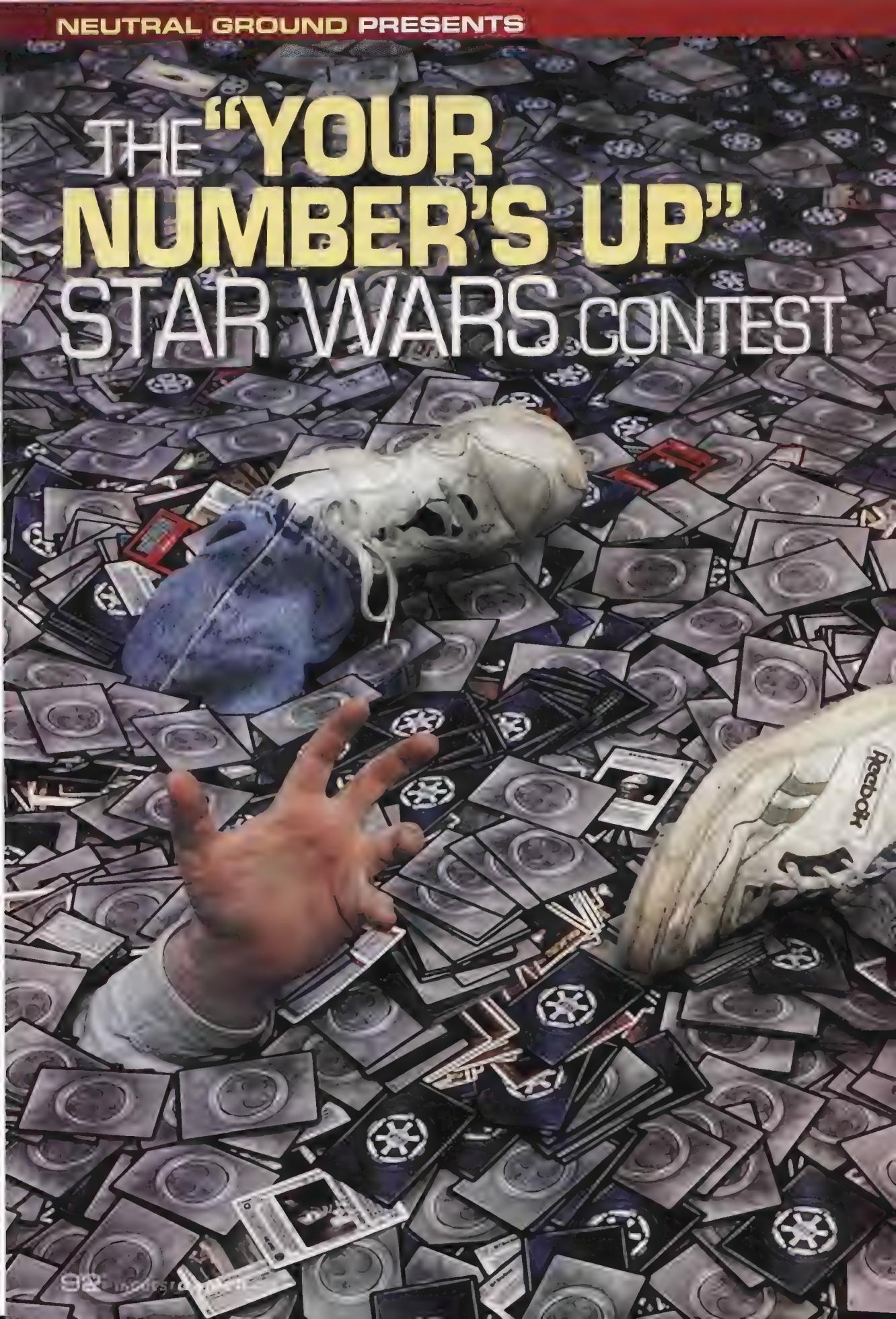
The Deal

Killer dungeons are 20 years out of date, and the rules of *L5R* aren't suitable for slaughter-fests anyway. This might work as a tournament dungeon, but on no account use it in your campaign with your players' favorite characters... unless you hate them. ■ Dan Joyce

THE VERDICT D

NEUTRAL GROUND PRESENTS

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IN "THE EMPIRE STRIKES BACK: SPECIAL EDITION":

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5. What are six different names Han calls Princess Leia?

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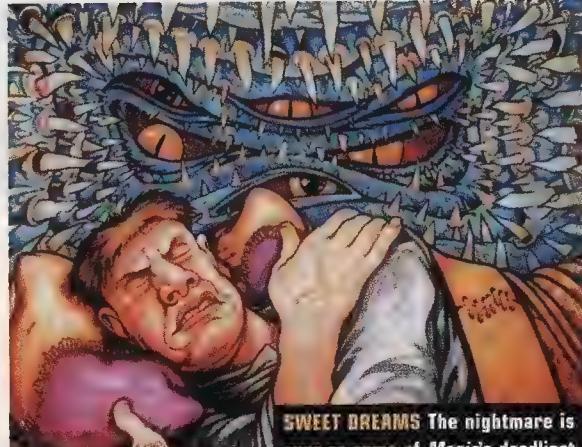
Oh, My God! They Banned Kenny!

by Rich Lipman

Okay, they didn't ban Kenny, but it seems like they cut just about everything else from the Standard environment. On March 1st, the DCI dusted the moth balls off their patented Urza's Ax of Banning™ and eliminated some of the most popular combo cards around, ripping into their singles value as well. Many people guessed that Recurring Nightmare (\$5) and Time Spiral (\$5) would be on the list, but no one figured that the ax would also whack Earthcraft (\$3), Fluctuator (\$3), Dream Halls (\$3) and even the horribly broken Lotus Petal (25 cents). It's obvious that Wizards of the Coast wants to put a crimp in combo decks.

Hey Mister, Wanna Buy An Earthcraft?

The newly banned cards aren't the only ones that have seen a price hit. The Great Whale (\$6) has been reduced to the mediocre whale, partly because of new errata on the "free" creatures—you only get to untap lands if you actually cast the creature—and partly because of the death of Recurring Nightmare. Survival Of The Fittest (\$9) may survive in decks but won't be the awesome game-



SWEET DREAMS The nightmare is over as some of *Magic*'s deadliest combo decks hit the road.

breaker it once was. The Argothian Enchantress (\$6) derived much of its value from its Earthcraft decks.

A few cards may see a shot in the arm as new decks replace those which have been wiped out. Mana Flare (\$5) and Palinchron (\$10) can generate infinite mana. Living Death (\$14) and Tradewind Rider (\$20) will see even more demand now that combo decks have been dealt a blow, rumors of Multani-geddon featuring Multani, Maro-Sorcerer (\$7) are stirring as well. Phyrexian Colossus (\$6) and Colossus Of Sardia (\$5) will be stars of new permission decks relying on *Legacy*'s Tinker (\$1).

Curses! Foiled Again!

Now that *Legacy* has been out for a little while, a few interesting trends have emerged. More packs have been opened in the search for the coveted foil cards than is normal for most expansions. This has had the effect of weakening the price of rares, which are more available than they usually would be. The lack of a high impact rare, like Cursed Scroll (\$22) or Stroke Of Genius (\$14), has also hurt prices some. The main candidate for big bucks was the Icy-like Ring Of Gix, but its appearance in the fast-selling "Radian's Revenge" preconstructed deck has knocked its value down to \$10. Conversely, some dealers have jacked up the price of the "Revenge" deck. The hottest-selling singles of late include Defense Grid (\$7) and Palinchron.

The foil cards have been selling briskly for eye-popping prices. Key cards like Ring Of Gix and Palinchron are approaching the \$80 mark, while lesser rares have been in the \$15-\$25 range. The uncommons and commons have settled around \$10 and \$5 respectively, give or take a few bucks depending on the card. Complete foil sets on eBay have been selling in the \$2200 range.

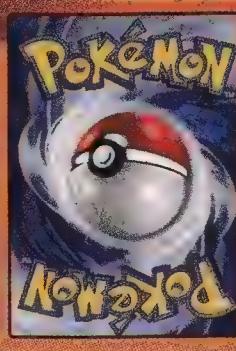
WHAT'S HOT

TOP 10 CCGs

1. *Magic: The Gathering*
2. *Star Wars CCG*
3. *Pokémon*
4. *Star Trek CCG*
5. *Babylon 5 CCG*
6. *Highlander CCG*
7. *Legend of the Five Rings*
8. *Deadlands: Doomsday*
9. *BattleTech*
10. *Middle-earth*

BIGGEST MOVER

POKÉMON



TOP 10 CARDS

in other NEWS...

TAKE A PIKACHU AT POKÉMON Pokémon, pokémon, pokémon. They're everywhere you look. In case you're out of the loop, pokémon are monsters which can be trained to battle other critters of a similar ilk. The kicker is that most of the creatures are so darn cute. In Japan, there are stuffed versions of most of the pokémon, as well as bookbags, keychains, models and just about anything else you can slap a picture on. What started out as a Gameboy game has grown into one of Japan's biggest licenses, including—you guessed it—a CCG.

In January, WotC brought the *Pokémon* craze to the U.S. gaming industry with the English version of the CCG. Surprisingly, the cards have been hunted down by Poké-obsessed youths and veteran *Magic* players alike. The initial print run—marked with a first edition stamp—immediately sold out. The first edition boosters are now selling for between \$4-\$5 if you can find them, and that edition's singles have a 25% premium. Wave two of the boosters, printed without the stamp, followed quickly and they've been just as hot.

"We haven't been able to find many boxes at all," says Ed Fear, owner of Millennium Games in Rochester, NY. "Packs disappear as soon as we put them out. The singles have been selling fast too, especially the foils." Even the preconstructed decks have sold well. The "Zap" deck, featuring Mewtwo, has proven to be the most popular of the four.

GOTTA FIND 'EM ALL There are 32 rares in the base *Pokémon* set—half of which are foils and rarer than the non-foils. The odds of pulling a foil card are one in three packs, which has caused their value to shoot up. The fact that some of the most powerful pokémon are foil hasn't hurt either. The key foils are Charizard (\$12), Alakazam (\$10), Raichu (\$10) and Venussaur (\$9). The others are between \$5-\$8 and all of them are selling briskly. Don't expect the *Pokémon* game craze to die down any time soon. Four expansions have already been released in Japan—*Jungle*, *Fossil*, *Team Rocket* and *Gym Leaders*. WotC will gradually be releasing the English translations of these sets through this year and next year, and you can expect the first printings of each set to be white hot.

Rich Lipman is often visited in his dreams by dancing pokémon wielding anal probes. Don't ask.



1 RING OF GIX

Feeling blue? The top 10 is this month, despite the absence of the now-banned *Time Spiral*. *Urza's Legacy*'s strongest cards may be green, but its blue spells have garnered most attention. With the most popular combo decks banned out of existence, players are looking to the *Palinchron* and *Second Chance* to get their fill. However, the top spots go to a pair of all-purpose artifacts. The *Ring Of Gix* is easily the hottest card in the set, and *Cursed Scroll* continues to sit atop every *Magic* player's wish list. The control capabilities of *Legacy's Defense Grid* have vaulted it onto the list at number five, and the *Archivist* pops on at number 10 'cause people like to draw cards.



INQUEST GAMER Price Guide

MAGIC The Gathering®

ALPHA LIMITED WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

Full Set (300 cards) \$3,700.00

Starter Deck (60 cards) 225.00

Starter Box (10 decks) 2,000.00

Booster Pack (15 cards) 150.00

Booster Box (36 packs) 3,300.00

All unlisted cards are 80% of Beta value.

Unlisted Alpha errors are worth 125% of Beta value.

● Black Lotus ART R 400.00

● Chaos Orb ART R 100.00

● Force of Nature SC R 45.00

● Forcefield ART R 135.00

● Gaea's Liege SC R 22.00

● Gauntlet of Might ART R 130.00

● Jade Monolith ART R 15.00

● Living Wall AC U 6.50

● Lord of Atlantis SC R 13.00

● Mana Short INS R 14.00

● Mox Emerald ART R 190.00

● Mox Jet ART R 190.00

● Mox Pearl ART R 190.00

● Mox Ruby ART R 190.00

● Mox Sapphire ART R 190.00

● Orcish Artillery SC U 10.00

● Orcish Oriflamme EN U 20.00

● Ruc of Kher Ridges SC R 18.00

● Rock Hydra SC R 22.00

● Sedge Troll SC R 22.00

● Consecrate Land EL U 16.00
● Conservator ART U 2.00
● Contract from Below SOR R 8.00
● Control Magic EC R 5.00
● Conversion EN U 2.00
● Copper Tablet ART U 10.00
● Copy Artifact EN R 20.00
● Counterspell INT U 2.00
● Crusade EN R 20.00
● Cursed Land EL U 2.00
● Cyclopean Tomb ART R 60.00
● Dark Ritual MS C 4.00
● Darkpact SOR R 0.00
● Deathgrasp EN U 2.00
● Deathlace INT R 5.00
● Demonic Attorney SOR R 7.00
● Demonic Hordes SC R 22.00
● Demonic Tutor SOR U 20.00
● Dingus Egg ART R 9.00
● Disenchant INS C 5.00
● Disintegrate SOR C 3.00
● Disrupting Scepter ART R 19.00
● Drain Life SC R 2.00
● Dragon Whelp SC U 4.00
● Drain Power SOR R 9.00
● Dwarrow Demolition Team SC U 9.00
● Earth Elemental SC U 2.00
● Earthbind EC C 1.25
● Earthquake SOR R 14.00
● Elvish Archers SC R 10.00
● Evil Presence EL U 2.00
● False Orders INS C 4.50
● Farmstead EL R 0.00
● Fastbond EN R 13.00
● Feedback EE U 2.00
● Fire Elemental SC U 2.00
● Fireball SOR C 4.00
● Flashfires SOR U 2.50
● Force of Nature SC R 20.00
● Forcefield ART R 130.00
● Fork INT R 4.00
● Fungusaur SC R 10.00
● Gaea's Liege SC R 10.00
● Gauntlet of Might ART R 125.00
● Giant Growth INS C 3.00
● Glasses of Urza ART U 2.00
● Gloom EN U 3.00
● Goblin Ballon Brigade SC U 3.00
● Goliath King SC R 12.00
● Granite Gargoyles SC R 14.00
● Green Ward EC U 2.00
● Guardian Angel INS C 1.00
● Helm of Chatuzik ART R 6.00
● Hive, The ART R 7.50
● Howling Mine ART R 23.00
● Hurricane SOR U 3.00
● Hypnotic Specter SC U 12.00
● Ice Storm SOR U 30.00
● Ice Manipulator ART U 44.00
● Illusory Mask ART R 38.00
● Instill Energy EC U 2.00
● Invisibility EC C 5.00
● Iron Star ART U 2.00
● Island Sanctuary EN R 0.50
● Ivory Cup ART U 2.00
● Jade Monolith ART R 6.00
● Jade Statue ART U 20.00
● Jayendae Tome ART R 25.00
● Juggernaut AC U 9.00
● Karma EN U 4.00
● Keldon Warlord SC U 3.00
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● Kudzu EL R 7.00
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● Lich EN R 50.00
● Lifeforce EN U 2.00
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● Personal Incarnation SC R 9.00
● Pestilence EN C 1.00
● Phantasmal Forces SC U 2.00
● Phantom Monster SC U 2.00
● Pirate Ship SC R 6.00
● Plateau LAN R 45.00
● Power Sink INT C 1.00
● Power Surge EN R 9.00
● Prodigal Sorcerer SC C 1.50
● Pyramic Blast INS U 35.00
● Purlease INT R 4.00
● Raise Dead SOR C 1.00
● Raging River EN R 42.00
● Red Elemental Blast INT C 1.00
● Red Ward EC U 2.00

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards) 4,000.00

Starter Deck (60 cards) 205.00

Starter Box (10 decks) 2,600.00

Booster Pack (15 cards) 125.00

Booster Box (36 packs) 3,500.00

Unlisted Commons 75.

● Air Elemental SC U 3.00

● Ancestral Recall INS R 22.00

● Animate Artifact EA U 2.00

●Animate Dead EN U 3.00

●Animate Wall EC R 5.50

●Ankh of Mishra ART R 10.00

●Armageddon SOR R 40.00

●Aspect of Wolf EC R 9.00

●Bad Moon EN R 17.50

●Badlands LAN R 45.00

●Balance SOR R 30.00

●Basalt Monolith ART U 5.50

●Bayou LAN R 45.00

●Berserk INS U 45.00

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●Black Knight SC U 7.00

●Black Lotus ART R 400.00

●Black Vise ART U 10.00

●Black Ward EC U 1.75

●Blaze of Glory INS R 42.00

●Blessing EC R 11.00

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●Bog Wraith SC U 2.25

●Brainyseyr SOR R 24.00

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●Camouflage INS U 11.00

●Castle EN U 2.50

●Celestial Prism ART U 2.00

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●Chaosphere INT R 5.00

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●Clone SC U 8.00

●Cockatrice SC R 10.00

● Mind Twst SOR R 8.00
● Mox Emerald ART R 235.00
● Mox Jet ART R 235.00
● Mox Pearl ART R 235.00
● Mox Ruby ART R 235.00
● Mox Sapphire ART R 235.00
● Natural Selection INS R 35.00
● Nether Shadow SC R 9.00
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● Regrowth SOR U 14.00
● Resurrection SOR U 4.00
● Reverse Damage INS R 12.00
● Righteousness INS R 8.50
● Roc of Kher Ridges SC R 10.00
● Rock Hydra SC R 16.00
● Rod of Ruin ART U 2.00
● Royal Assassin SC R 25.00
● Sacrifice INT U 2.00
● Savannah SC R 18.00
● Savannah Lions SC R 18.00
● Scavenging Ghoul SC U 2.00
● Scrubland LAN R 40.00
● Sedge Troll SC R 14.50
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● Lifelap EN U 2.00
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● Living Artifact EA R 7.00
● Living Lands EN R 5.00
● Living Wall AC U 4.00
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● Mana Short INS R 10.00
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● Meekstone ART R 10.00

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● Personal Incarnation SC R 9.00
● Pestilence EN C 1.00
● Phantasmal Forces SC U 2.00
● Phantom Monster SC U 2.00
● Pirate Ship SC R 6.00
● Plateau LAN R 45.00
● Power Sink INT C 1.00
● Power Surge EN R 9.00
● Prodigal Sorcerer SC C 1.50
● Pyramic Blast INS U 35.00
● Purlease INT R 4.00
● Raise Dead SOR C 1.00
● Raging River EN R 42.00
● Red Elemental Blast INT C 1.00
● Red Ward EC U 2.00

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● Shatter INS C 1.00
● Shivan Dragon SC R 52.00
● Sub הכרם ... INS U 2.00
● Sinkhole SOR C 18.00
● Siren's Call INS U 2.00
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● Wall of Fire SC U 1.75
● Wall of Ice SC U 1.75
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● Wall of Swords SC U 2.00
● Wall of Water SC U 1.00
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● White Ward EC U 2.00
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● Wooden Sphere ART U 2.00
● Word of Command INS R 60.00
● Wrath of God SOR R 40.00
● Zombie Master SC R 8.00



DOUBLE TAKES

WHAT'S IN A NAME?

Well, for a couple of cards, an awful lot of letters.

The Tabernacle At Pendrell Vale and Circle Of

Protection: Artifacts have the longest names of any

Magic cards, clocking in at 27 letters apiece—

although the Circle wins the tie-breaker if you count

the colon. The shortest? Web, Fog, Pox, and that

fatty of fatties, Okk.

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC Summon Creature
AC Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL Summon Legend
CR Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

○ Balance	SOR R	6.00	○ Library of Leng	ART U	1.00	○ Wall of Air	SC U	1.00	● Badlands	LAN R	13.00
● Basalt Monolith	ART U	2.00	● Lich	EN R	4.00	● Wall of Bone	SC U	1.00	● Basalt Monolith	ART U	1.50
● Bayou	LAN R	20.00	● Lifeforce	EN U	1.00	● Wall of Brambles	SC U	1.00	● Bayou	LAN R	13.00
● Berserk	INS U	38.00	● Lifeforce	INT R	3.00	● Wall of Fire	SC U	1.00	● Birds of Paradise	SC R	7.00
● Birds of Paradise	SC R	9.00	● Lifetap	EN U	1.00	● Wall of Ice	SC U	1.00	● Bottle of Suleiman	ART R	2.50
● Black Knight	SC U	2.50	● Lightning Bolt	INS C	1.50	● Wall of Stone	SC U	1.00	● Braingeyser	SOR R	10.00
● Black Lotus	ART R	325.00	● Living Artifact	EA R	3.50	● Wall of Swords	SC U	1.50	● Brass Man	AC U	1.00
● Black Vise	ART U	2.50	● Living Lands	EN R	3.00						
● Black Ward	EC U	1.00	● Living Wall	AC U	2.00						
● Blaze of Glory	INS R	35.00	● Lord of Atlantis	SC R	5.50						
● Blessing	EC R	5.00	● Lord of the Pit	SC R	7.00						
● Blue Ward	EC U	1.00	● Lure	EC U	1.00						
● Bog Wraith	SC U	1.00	● Magical Hack	INT R	5.00						
● Braingeyser	SOR R	15.00	● Mahamoti Djinn	SC R	8.50						
● Burrowing	EC U	1.00	● Mana Flare	EN R	6.00						
● Camouflage	INS U	7.00	● Mana Short	INS R	5.00						
● Castle	EN U	1.00	● Mana Vault	ART R	7.00						
● Celestial Prism	ART U	1.00	● Manahearts	EN R	3.50						
● Channel	SOR U	1.00	● Meekstone	ART R	5.00						
● Chaos Orb	ART R	55.00	● Mind Twist	SOR R	5.00						
● Chaozle	INT R	2.50	● Mox Emerald	ART R	190.00						
● Clockwork Beast	AC R	3.50	● Mox Jet	ART R	190.00						
● Clone	SC U	5.00	● Mox Pearl	ART R	190.00						
● Cockatrice	SC R	5.50	● Mox Ruby	ART R	190.00						
● Consecrate Land	EL U	10.00	● Mox Sapphire	ART R	190.00						
● Conservator	ART U	1.00	● Natural Selection	INS R	28.00						
● Contract from Below	SOR R	4.50	● Nether Shadow	SC R	4.00						
● Control Magic	EC R	2.50	● Nothing Imp	SC U	2.00						
● Conversion	EN U	1.00	● Nevimyrn's Disk	ART R	7.00						
● Copper Tablet	ART R	9.00	● Nightmare	SC R	8.00						
● Copy Artifact	EN R	10.00	● Northern Paladin	SC R	7.00						
● Counterspell	INT U	2.00	● Obsidian Golem	AC U	1.00						
● Crusade	EN R	7.00	● Orcish Artillery	SC U	1.00						
● Crystal Rod	ART U	1.00	● Orcish Oriflamme	EN U	1.00						
● Cursed Land	EL U	1.00	● Personal Incarnation	SC R	4.50						
● Cyclopean Tomb	ART R	50.00	● Phantasmal Forces	SC U	1.00						
● Darkapt	SOR R	4.50	● Phantom Monster	SC U	1.00						
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● Deathlace	INT R	2.00	● Plateau	LAN R	20.00						
● Demonic Attorney	SOR R	4.00	● Power Surge	EN R	4.00						
● Demonic Hordes	SC R	12.00	● Psionic Blast	INS U	26.00						
● Demonic Tutor	SOR U	6.00	● Purlace	INT R	3.00						
● Dingus Egg	ART R	4.50	● Raging River	EN R	35.00						
● Disrupting Scepter	ART R	4.00	● Red Ward	EC U	1.00						
● Dragon Whelp	SC U	2.50	● Regrowth	SOR U	5.00						
● Drain Power	SOR R	4.50	● Resurrection	SOR U	2.00						
● Dwarrow Demolition Team	SC U	7.00	● Reverse Damage	INS R	5.50						
● Earth Elemental	SC U	1.00	● Righteousness	INS R	4.00						
● Earthbind	EC C	.50	● Roc of Kher Ridges	SC R	7.00						
● Earthquake	SC R	6.00	● Rock Hydra	SC R	10.00						
● Elvish Archers	SC R	5.00	● Rod of Ruin	ART U	1.00						
● Evil Presence	EL U	1.00	● Royal Assassin	SC R	12.00						
● False Orders	INS C	3.50	● Sacrifice	INT U	1.50						
● Farmstead	EL R	5.00	● Savannah	LAN R	18.00						
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● Helm of Chatzuk	ART R	3.00	● Sunglasses of Urza	ART R	4.00						
● Hive, The	ART R	5.00	● Swords to Plowshares	INS U	2.00						
● Howling Mine	ART R	10.00	● Taiga	LAN R	18.00						
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● Keldon Warlord	SC U	1.50	● Verduran Enchantress	SC R	3.50						
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● Kurzdu	EL R	4.50	● Veteran Bodyguard	SC R	9.00						
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			● Blessing	EC R	3.00						
			● Blue Mana Battery	ART R	2.00						
			● Bottle of Suleiman	ART R	2.00						
			● Brass Man	AC U	.75						
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			● Carrion Ants	SC U	2.00						
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			● Clockwork Beast	AC R	2.50						
			● Cockatrice	SC R	3.50						
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			● Dragon Engine	AC R	1.50						
			● Dragon Whelp	SC U	1.50						
			● Drain Power	SOR R	3.50						
			● Earthquake	SC R	4.00						
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			● Kird'Ape	SC C	1.00						
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MAGIC

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ANTIQUITIES

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Serenib Efreet	SC R	22.00
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Kobold Drill Sergeant	SC U	7.00
Kobold Overlord	SC R	12.00
Kobold Taskmaster	SC U	7.00
Kobolds of Khar Keep	SC C	1.00
Kry Shield	ART U	3.50
Lady Caleria	SC R	8.00
Lady Evangelia	SC R	8.00
Crimson Kobolds	SC C	1.00
Lady of the Mountain	The SC	4.50
Lady Orca	SC U	5.00
Crookshank Kobolds	SC C	1.00
Dakkon Blackblade	SC R	10.00
D'Avenant Archer	SC C	.75
Darkness	INS C	1.00
Deadfall	EN U	3.00
Demonic Torment	EC U	3.50
Devouring Deep	SC C	.75



DOUBLE TAKES

GREEDO-RIFFIC!

We all know what happened to Greedo in the Mos Eisley cantina, but what about after his death? The bartender Wuher cleaned up the mess and decided to use Greedo's flesh and blood in his still. The resulting pheromonal drink was extremely powerful. So raise your glass of... er, to Greedo. He may not have been a good bounty hunter, but he was an exceptionally good drink.

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	\$950.00	
Booster Pack (15 cards)	32.00	
Booster Box (36 packs)	950.00	
Unlisted Commons	.50	
Abomination	SC U	2.00
Abyss, The	EN R	60.00
Acorn Legionnaire	SC R	14.00
Adun Oakenheld	SC R	10.00
Adventurers' Guildhouse	LAN U	2.00
Ærathi Berserker	SC U	4.00
Aisling Leprechaun	SC C	1.00
Akron Legionnaire	SC R	4.00
Concordant Crossroads	EN R	8.00
Cosmic Horror	SC R	6.00
Chains of Mephistopheles	EN R	21.00
Chromium	SC R	12.00
Cleanser	SOR R	12.00
Clergy of the Holy Nimbus	SC C	.75
Cocoon	EC U	3.00
Dreadnok	SC R	3.00
El-abara's Carpet	ART R	8.00
Alchor's Tomb	ART R	8.00
Angelic Voices	EN R	8.00
Angus Mackenzie	SC R	10.00
Anti-Magic Aura	EC C	1.50
Arboria	EN U	4.00

MAGIC

The Gathering®

Price Guide

Living Plane	EN R	15.00
Living Silence	SC R	1.00
Lord Magnus	SC U	5.00
Lost Soul	SC C	1.00
Mana Drain	INT U	65.00
Mana Matrix	ART R	12.50
Marble Priest	AC U	3.50
Marmutt Eisdragon	SC U	3.00
Master of the Hunt	SC R	12.00
Mirror Universe	ART R	90.00
Moat	EN R	75.00
Mold Demon	SC R	8.00
Moss Monster	SC C	1.00
Mountain Stronghold	LAN U	3.00
Mountain Yeti	SC U	3.00
Nebuchadnezzar	SC R	10.00
Nether Void	EN R	40.00
Nicolas	SC R	12.00
North Star	ART R	8.00
Nova Pentacle	ART R	12.00
Osai Vultures	SC C	1.00
Palladia-Mors	SC R	12.50
Part Water	SOR U	3.50
Pavel Maliki	SC U	4.00
Pendelhaven	LAN U	5.00
Petra Sphinx	SC R	8.00
Pixel Queen	SC R	8.00
Planar Gate	ART R	9.00
Pradesh Gypsies	SC C	2.00
Presence of the Master	EN U	6.50
Primordial Ooze	SC U	2.00
Princess Lucrezia	SC U	4.00
Psionic Entity	SC R	7.00
Psychic Purge	SOR C	2.00
Puppet Master	EC U	3.00
Pyrotechnics	SOR U	1.00
Quagmire	EN U	4.00
Quarum Trench Gnomes	SC R	8.00
Rabid Wombat	SC U	4.00
Rajuan Spirit	SC U	3.00
Raging Bull	SC C	1.00
Ragnar	SC R	8.00
Ramirez DePietro	SC U	4.00
Ramses Overdark	SC R	12.00
Rapid Fire	INS R	9.00
Rasputin Dreamweaver	SC R	10.00
Rebirth	SOR R	7.00
Recall	SOR U	9.00
Red Mana Battery	ART U	4.00
Reincarnation	INS U	4.00
Relic Barrier	ART U	6.00
Relic Bind	EA U	3.00
Remove Enchantments	INS C	1.00
Reveal Soul	INT C	.75
Reset	INT U	7.00
Revelation	EN R	9.00
Reverberation	INS R	15.00
Righteous Avengers	SC U	4.00
Ring of Immortals	ART R	10.00
Riven Turnbull	SC U	4.00
Rohagh of Kher Keep	SC R	10.00
Rubina Soulslinger	SC R	8.00
Rust	INT C	1.00
Sea King's Blessing	INS U	3.50
Seafarer's Quay	LAN U	3.00
Seeker	EC U	2.50
Sekopian Leviathan	SC U	3.00
Sentinel	AC R	7.00
Serpent Generator	ART R	9.00
Shekin Brownie	SC C	1.00
Shield Wall	INS U	2.00
Shimian Night Stalker	SC U	3.00
Silhouette	INS U	3.50
Sir Shandur of Eberron	SC U	4.00
Siviri Scarzam	SC U	3.00
Sol'kanar the Swamp King	SC R	10.00
Spectral Cloak	EC U	8.00
Spin Villain	SC R	9.00
Spirit Link	EC U	6.00
Spirit Shackles	EC U	1.00
Spiritual Sanctuary	EN R	10.00
Stangg	SC R	6.50
Storm Seeker	INS U	6.00

THE DARK

WIZARDS OF THE COAST-1994

Full Set (119 cards)	\$145.00
Booster Pack (8 cards)	8.00
Booster Box (60 packs)	390.00

Unlisted Commons: 25

Living Plane	EN R	15.00
Living Silence	SC R	1.00
Lord Magnus	SC U	5.00
Lost Soul	SC C	1.00
Mana Drain	INT U	65.00
Mana Matrix	ART R	12.50
Marble Priest	AC U	3.50
Marmutt Eisdragon	SC U	3.00
Master of the Hunt	SC R	12.00
Mirror Universe	ART R	90.00
Moat	EN R	75.00
Mold Demon	SC R	8.00
Moss Monster	SC C	1.00
Mountain Stronghold	LAN U	3.00
Mountain Yeti	SC U	3.00
Nebuchadnezzar	SC R	10.00
Nether Void	EN R	40.00
Nicolas	SC R	12.00
North Star	ART R	8.00
Nova Pentacle	ART R	12.00
Osai Vultures	SC C	1.00
Palladia-Mors	SC R	12.50
Part Water	SOR U	3.50
Pavel Maliki	SC U	4.00
Pendelhaven	LAN U	5.00
Petra Sphinx	SC R	8.00
Pixel Queen	SC R	8.00
Planar Gate	ART R	9.00
Pradesh Gypsies	SC C	2.00
Presence of the Master	EN U	6.50
Primordial Ooze	SC U	2.00
Princess Lucrezia	SC U	4.00
Psionic Entity	SC R	7.00
Psychic Purge	SOR C	2.00
Puppet Master	EC U	3.00
Pyrotechnics	SOR U	1.00
Quagmire	EN U	4.00
Quarum Trench Gnomes	SC R	8.00
Rabid Wombat	SC U	4.00
Rajuan Spirit	SC U	3.00
Raging Bull	SC C	1.00
Ragnar	SC R	8.00
Ramirez DePietro	SC U	4.00
Ramses Overdark	SC R	12.00
Rapid Fire	INS R	9.00
Rasputin Dreamweaver	SC R	10.00
Rebirth	SOR R	7.00
Recall	SOR U	9.00
Red Mana Battery	ART U	4.00
Reincarnation	INS U	4.00
Relic Barrier	ART U	6.00
Relic Bind	EA U	3.00
Remove Enchantments	INS C	1.00
Reveal Soul	INT C	.75
Reset	INT U	7.00
Revelation	EN R	9.00
Reverberation	INS R	15.00
Righteous Avengers	SC U	4.00
Ring of Immortals	ART R	10.00
Riven Turnbull	SC U	4.00
Rohagh of Kher Keep	SC R	10.00
Rubina Soulslinger	SC R	8.00
Rust	INT C	1.00
Sea King's Blessing	INS U	3.50
Seafarer's Quay	LAN U	3.00
Seeker	EC U	2.50
Sekopian Leviathan	SC U	3.00
Sentinel	AC R	7.00
Serpent Generator	ART R	9.00
Shekin Brownie	SC C	1.00
Shield Wall	INS U	2.00
Shimian Night Stalker	SC U	3.00
Silhouette	INS U	3.50
Sir Shandur of Eberron	SC U	4.00
Siviri Scarzam	SC U	3.00
Sol'kanar the Swamp King	SC R	10.00
Spectral Cloak	EC U	8.00
Spin Villain	SC R	9.00
Spirit Link	EC U	6.00
Spirit Shackles	EC U	1.00
Spiritual Sanctuary	EN R	10.00
Stangg	SC R	6.50
Storm Seeker	INS U	6.00



DOUBLE TAKES

CAN'T TOUCH THIS

Plenty of creatures have protection from one color or another, and some, like *Exodus' Paladin en-Veir*, have protection from more than one color. A unique equivalent of protection was seen in the seldom-used *Fallen Empires* enchantment *Raiding Party*, which is untargetable by white spells or effects, like *Disenchant*.

Living Armor	ART C	1.00
Lurker	SC R	3.00
Angry Mob	SC U	1.50
Apprentice Wizard	SC C	2.00
Ashes to Ashes	SOR C	.50
Ball Lightning	SC R	15.00
Banshee	SC U	2.00
Bar's Cage	ART R	3.00
Blood Moon	EN R	5.00
Blood of the Martyr	INS U	1.50
Bone Flute	ART U	1.00
Book of Rass	ART U	1.50
Bronze	SC R	2.00
Brothers of Fire	SC C	1.00
Cave People	SC U	1.00
City of Shadows	LAN R	3.00
Cleansing	SOR R	4.50
Coal Golem	AC U	2.00
Curse Artifact	EA U	2.00
Dance of Many	EN R	3.00
Dark Heart of the Wood	EN C	.50
Dark Sphere	ART U	2.50
Living Plane	EN R	15.00
Living Silence	SC R	1.00
Lord Magnus	SC U	5.00
Lost Soul	SC C	1.00
Mana Drain	INT U	65.00
Mana Matrix	ART R	12.50
Marble Priest	AC U	3.50
Marmutt Eisdragon	SC U	3.00
Master of the Hunt	SC R	12.00
Mirror Universe	ART R	90.00
Moat	EN R	75.00
Mold Demon	SC R	8.00
Moss Monster	SC C	1.00
Mountain Stronghold	LAN U	3.00
Mountain Yeti	SC U	3.00
Nebuchadnezzar	SC R	10.00
Nether Void	EN R	40.00
Nicolas	SC R	12.00
North Star	ART R	8.00
Nova Pentacle	ART R	12.00
Osai Vultures	SC C	1.00
Palladia-Mors	SC R	12.50
Part Water	SOR U	3.50
Pavel Maliki	SC U	4.00
Pendelhaven	LAN U	5.00
Petra Sphinx	SC R	8.00
Pixel Queen	SC R	8.00
Planar Gate	ART R	9.00
Pradesh Gypsies	SC C	2.00
Presence of the Master	EN U	6.50
Primordial Ooze	SC U	2.00
Princess Lucrezia	SC U	4.00
Psionic Entity	SC R	7.00
Psychic Purge	SOR C	2.00
Puppet Master	EC U	3.00
Pyrotechnics	SOR U	1.00
Quagmire	EN U	4.00
Quarum Trench Gnomes	SC R	8.00
Rabid Wombat	SC U	4.00
Rajuan Spirit	SC U	3.00
Raging Bull	SC C	1.00
Ragnar	SC R	8.00
Ramirez DePietro	SC U	4.00
Ramses Overdark	SC R	12.00
Rapid Fire	INS R	9.00
Rasputin Dreamweaver	SC R	10.00
Rebirth	SOR R	7.00
Recall	SOR U	9.00
Red Mana Battery	ART U	4.00
Reincarnation	INS U	4.00
Relic Barrier	ART U	6.00
Relic Bind	EA U	3.00
Remove Enchantments	INS C	1.00
Reveal Soul	INT C	.75
Reset	INT U	7.00
Revelation	EN R	9.00
Reverberation	INS R	15.00
Righteous Avengers	SC U	4.00
Ring of Immortals	ART R	10.00
Riven Turnbull	SC U	4.00
Rohagh of Kher Keep	SC R	10.00
Rubina Soulslinger	SC R	8.00
Rust	INT C	1.00
Sea King's Blessing	INS U	3.50
Seafarer's Quay	LAN U	3.00
Seeker	EC U	2.50
Sekopian Leviathan	SC U	3.00
Sentinel	AC R	7.00
Serpent Generator	ART R	9.00
Shekin Brownie	SC C	1.00
Shield Wall	INS U	2.00
Shimian Night Stalker	SC U	3.00
Silhouette	INS U	3.50
Sir Shandur of Eberron	SC U	4.00
Siviri Scarzam	SC U	3.00
Sol'kanar the Swamp King	SC R	10.00
Spectral Cloak	EC U	8.00
Spin Villain	SC R	9.00
Spirit Link	EC U	6.00
Spirit Shackles	EC U	1.00
Spiritual Sanctuary	EN R	10.00
Stangg	SC R	6.50
Storm Seeker	INS U	6.00

MAGIC DATA		C-COMMON		U-UNCOMMON		R-RARE	
ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC Summon Creature
AC Artifact Creature	EC	Enchant Creature	EC	Enchant World	LL	Legendary Land	SL Summon Legend
CR Current Rarity	EL	Enchant Land	EW	Enchant Instant	MS	Mana Source	SOR Sorcery
PRICE DATA							
WENT UP				HEAVY TRADING			
WENT DOWN				NEW SET			

● Avalanche	SOR U	.50
● Baldwinian Conjurer	SC U	.75
● Baldwinian Hydra	SC R	5.00
● Baton of Morale	ART U	.50
● Battle Cry	INS U	.50
● Binding Grasp	EC U	.75
● Black Scarab	EC U	.50
● Blinking Spirit	SC R	6.00
● Blizzard	EN R	3.00
● Blue Scarab	EC U	.50
● Brand of Ill Omen	EC R	3.25
● Breath of Dreams	EN U	.50
● Brushland	LAN R	5.50
● Call to Arms	EN R	3.50
● Caribou Range	EL R	4.00
● Celestial Sword	ART R	3.00
● Centaur Archer	SC U	.75
● Chaos Lord	SC R	3.50
● Chaos Moon	EN R	2.00
● Chromatic Armor	EC R	3.50
● Cold Snap	EN U	.50
● Conquer	EL U	1.00
● Crown of the Ages	ART R	4.50
● Curse of Marit Lage	EN R	3.50
● Dance of the Dead	EC U	1.50
● Deflection	INT R	9.50
● Demonic Consultation	INS U	.75
● Despotic Scepter	ART R	3.50
● Diabolic Vision	SOR U	.75
● Dread Wight	SC R	3.00
● Dreams of the Dead	EN U	.50
● Drift of the Dead	SC U	.50
● Drought	EN U	.50
● Dwarrowd Armor	EN R	3.00
● Earthlink	EN R	3.00
● Elder Druid	SC R	4.50
● Elemental Augury	EN R	3.25
● Elkin Bottle	ART R	3.50
● Enduring Renewal	EN R	5.00
● Energy Storm	EN R	3.50
● Essence Vortex	INS U	.50
● Fanatical Fever	INS U	.50
● Fiery Justice	SOR R	2.50
● Fire Covenant	INS U	.75
● Flame Spirit	SC U	.50
● Flooded Woodlands	EN R	3.00
● Flow of Maggots	SC R	3.00
● Forbidden Lure	EL R	3.00
● Elemental Augury	EN R	3.25
● Forgotten Lore	SOR U	1.00
● Formation	INS R	2.00
● Freyalise Suppliant	SC U	.50
● Freyalise's Charm	EN U	.50
● Freyalise's Winds	EN R	.75
● Fumarole	SOR U	5.00
● Fyndhorn Bow	ART U	.50
● Fyndhorn Elder	SC U	.75
● Fyndhorn Pollen	EN R	2.50
● Game of Chaos	SOR R	2.25
● General Jarlakid	SC R	4.00
● Ghostly Flame	EN R	4.00
● Giant Trap Door Spider	SC U	.75
● Glacial Chasm	LAN U	.50
● Glacial Crovassae	EN R	2.75
● Glacial Wall	SC U	.75
● Glaciers	EN R	3.00
● Goblin Lynn	ART R	2.50
● Goblin Mutant	SC U	.75
● Goblin Snowman	SC U	.50
● Gravebind	INS R	3.00
● Green Scarab	EC U	.50
● Hallowed Ground	EN U	.50
● Halls of Mist	LAN R	2.75
● Hecatomb	EN R	5.00
● Hematite Talisman	ART U	.50
● Hippo	SC U	.50
● Hot Springs	EL R	2.50
● Hurricane	SOR U	.50
● Hydralisker Lemure	SC U	.75
● Hyrm of Rebirth	SOR U	.75
● Ice Cauldron	ART R	3.50
● Ice Fine	LAN U	1.00
● Iceberg	EN U	.75
● Icquake	SOR U	1.50
● Icy Manipulator	ART U	7.50
● Ice Prison	EN R	3.00
● Illusionary Presence	SC R	3.00
● Illusionary Terrain	EN U	.75
● Illusions of Grindwr	EN R	3.50
● Infernal Darkness	EN R	2.50
● Infernal Denizen	SC R	3.00
● Infinite Hourglass	ART R	3.50
● Jester's Cap	ART R	12.00
● Jester's Mask	ART R	7.00
● Jeweled Amulet	ART U	1.00
● Johuuli Wurm	SC U	.50
● Jokuhaua	SOR R	7.00
● Justice	EN U	1.00
● Kjeldor Forest	LAN R	6.00
● Kjeldor Giant	SC U	.50
● Kjeldor Yeti	SC R	4.00
● Kjeldor Elite Guard	SC U	1.00
● Kjeldor Frostbeast	SC U	.75
● Kjeldor Knight	SC R	2.50
● Kjeldor Phalanx	SC R	3.00
● Kjeldor Royal Guard	SC R	3.00
● Kjeldor Skycaptain	SC U	1.00
● Knight of Stromgald	SC U	1.75
● Krovikan Elementalist	SC U	.50
● Krovikan Vampire	SC U	2.00
● Land Cap	LAN R	3.00
● Lava Lazuli Talisman	ART U	.50
● Lava Tubes	LAN R	3.00
● Leshrak's Rite	EC U	.50
● Leshrak's Sigil	EN U	.50
● Lur	EC U	.50
● Madding Wind	EC U	.50
● Magus of the Unseen	SC R	3.75
● Maleficite Talisman	ART U	.50
● Marton Stromgald	SC R	5.00
● Melee	INS U	.50
● Melting	EN U	.50
● Mercenaries	SC R	2.00
● Meriele Ri Berit	SC R	3.50
● Mesmeric Trance	EN R	3.25
● Mind Warp	SOR U	1.00
● Mind Whip	EC R	3.00
● Minion of Leshrak	SC R	5.25
● Minion of Tevesh Szat	SC R	5.00
● Mine Worms	SC U	.50
● Monsoon	EN R	3.50
● Mountain Titan	SC R	3.00
● Mudslide	SC R	2.50
● Musician	SC R	3.00
● Mystic Might	EC R	3.00
● Nacre Talisman	ART U	.50
● Naked Singularity	ART U	.50
● Nature's Lore	SOR U	.50
● Necropotence	EN R	8.00
● Oath of Lim-Dul	EN R	3.50
● Onyx Taliemman	ART U	.50
● Orcish Cannibers	SC U	.75
● Orcish Healer	SC U	.25
● Orcish Librarian	SC R	2.50
● Orcish Squatters	SC R	4.25
● Order of the Sacred Torch	SC R	4.00
● Order of the White Shield	SC U	2.00
● Polar Kraken	SC R	6.00
● Pox	SOR R	5.50
● Pygmy Allosaurus	SC R	2.50
● Pyramidal Mount	ART R	4.75
● Pit Trap	ART U	.50
● Polar Kraken	SC R	6.00
● Pox	SOR R	5.50
● Pyromus	SOR U	1.00
● Reality Twist	EN R	3.00
● Reclamation	EN R	3.00
● Red Scarab	EC U	.50
● Ritual of Suikthul	EN R	3.50
● River Delta	LAN R	3.00
● Runed Arch	ART R	3.50
● Sacred Bonn	INS U	.50
● Sea Spirit	SC U	.50
● Seraph	SC R	7.00
● Shield of the Ages	ART U	.50
● Shift	SC R	3.50
● Substanti	SC R	5.00
● Skeleton Ship	SC R	4.00
● Skull Catapult	ART U	.75
● Sleight of Mind	INT U	.75
● Snow Fortress	AC R	2.50
● Snow Hound	SC U	.50
● Snow-Covered Forest	LAN U	25
● Snow-Covered Island	LAN U	25
● Snow-Covered Mountain	LAN U	25
● Snow-Covered Plains	LAN U	25
● Snow-Covered Swamp	LAN U	25
● Snowblind	EC R	2.50
● Soldevi Golem	AC R	3.00
● Soldevi Machinist	SC U	.50
● Soldevi Schematuc	AC U	.50
● Soul Barrier	EN U	.50
● Spectral Shield	EC U	.50
● Spoils of Evil	INT R	3.50
● Spoils of War	SOR R	3.50
● Staff of the Ages	ART R	3.00
● Stampede	INS R	3.50
● Stench of Evil	SOR U	.75
● Stone Spirit	SC U	.50
● Storm Spirit	SC R	4.00
● Stormbind	EN R	4.50
● Stromgald Cabal	SC R	4.00
● Stunted Growth	SOR R	4.00
● Sulfurous Springs	LAN R	5.00
● Sunstone	ART U	.50
● Swords to Plowshares	INS U	1.00
● Thermokarst	SOR U	1.50
● Thoughtbleach	EN U	.50
● Thunder Wall	SC U	.50
● Timberline Ridge	LAN R	3.00
● Time Bomb	ART R	4.00



DOUBLE TAKES

DEJA VU ALL OVER AGAIN

Wizards of the Coast evidently must have had some tight deadlines in the early days. Jesper Myrfors' art on the white card Conversion is simply a painted-over Plains, while Dan Frazier's Sword Of The Ages, from Legends, and Jeweled Amulet, from Ice Age, use the same background pattern, albeit in different colors and turned different ways.

● Total War	EN R	2.00
● Runed Arch	ART R	3.50
● Sacred Bonn	INS U	.50
● Sea Spirit	SC U	.50
● Seraph	SC R	7.00
● Shield of the Ages	ART U	.50
● Shift	SC R	3.50
● Substanti	SC R	5.00
● Skeleton Ship	SC R	4.00
● Skull Catapult	ART U	.75
● Sleight of Mind	INT U	.75
● Snow Fortress	AC R	2.50
● Snow Hound	SC U	.50
● Snow-Covered Forest	LAN U	25
● Snow-Covered Island	LAN U	25
● Snow-Covered Mountain	LAN U	25
● Snow-Covered Plains	LAN U	25
● Snow-Covered Swamp	LAN U	25
● Snowblind	EC R	2.50
● Soldevi Golem	AC R	3.00
● Soldevi Machinist	SC U	.50
● Soldevi Schematuc	AC U	.50
● Soul Barrier	EN U	.50
● Spectral Shield	EC U	.50
● Spoils of Evil	INT R	3.50
● Spoils of War	SOR R	3.50
● Staff of the Ages	ART R	3.00
● Stampede	INS R	3.50
● Stench of Evil	SC U	.50
● Stone Spirit	SC R	4.00
● Storm Spirit	SC R	4.00
● Stormbind	EN R	4.50
● Stromgald Cabal	SC R	4.00
● Stunted Growth	SOR R	4.00
● Sulfurous Springs	LAN R	5.00
● Sunstone	ART U	.50
● Swords to Plowshares	INS U	1.00
● Thermokarst	SOR U	1.50
● Thoughtbleach	EN U	.50
● Thunder Wall	SC U	.50
● Timberline Ridge	LAN R	3.00
● Time Bomb	ART R	4.00
● Total War	ART R	2.50
● Touch of Vitae	INS U	.50
● Trailblazer	INS R	2.50
● Underground River	LAN R	5.00
● Updraft	INS U	.50
● Urza's Bauble	ART U	.50
● Valakut	LAN R	3.00
● Venomous Breath	INS U	.50
● Vertigo	INS U	.50
● Vexing Arcanix	ART U	.75
● Vibrating Sphere	ART R	3.00
● Walking Wall	AC U	.75
● Wall of Lava	SC U	.50
● Wall of Pine Needles	SC U	.50
● Wall of Shields	AC U	.50
● War Chariot	ART U	.75
● Wheeled Glider	ART U	.50
● White Scarab	EC U	.50
● Whiteout	INS U	.50
● Wind Spirit	SC U	.50
● Wiltgo	SC R	4.00
● Winter's Chill	INS R	2.50
● Withering Wraps	EN U	.50
● Word of Blasting	INS U	.50
● Word of Marit Lage	EN R	2.50
● Wraith of Marit Lage	EN R	2.50
● Yavimaya Gnats	SC U	.50
● Arena of the Ancients	ART R	2.50
● Axelrod Gunnarson	SL U	3.00
● Ayesha Tanaka	SL U	2.00
● Azure Drake	SC U	.50
● Banshee	SC U	.75
● Barf's Cage	ART R	2.00
● Beast Sengir	SC R	.50
● Beast Sengir	SC R	7.00
● Blood Moon	EN R	5.00
● Book of Rass	ART R	1.00
● Bronze Horse	AC R	2.00
● Chromium	SL R	4.50
● City of Brax	LAN R	12.00
● Cocoon	EC U	.50
● Concordant Crossroads	EW R	4.00
● Craw Giant	SC U	1.50
● Cyclone	EN R	2.00
● Dakkon Blackblade	SL R	4.00
● Dance of Many	EN R	3.00
● Enchantment Alteration	INS U	.50
● Erhnam Djinn	SC U	4.50
● Fallen, The	SC U	.75
● Fallen Angel	SC U	2.25
● Fallen's Cane	ART C	.75
● Fire Drake	SC U	.50
● Evaporate	SOR R	.50
● Faerie Noble	SC R	3.00

● Goblin Artisans	SC U	.50
● Hell's Caretaker	SC R	4.00
● Horn of Deafening	ART R	2.50
● Ivory Guardians	SC U	.50
● Jahl Tomme	ART R	2.50
● Jeweled Bird	ART R	1.00
● Jolt	SL R	3.50
● Juxtapose	SOR R	3.00
● Kel Takebashi	SL R	.25
● Land's Edge	EW R	4.50
● Marhault Eksdraogn	SL U	.25
● Nebuchadnezzar	SL R	4.00
● Nicol Bolas	SL R	4.50
● Obelisk of Undoing	ART R	3.00
● Paledale-Morts	SL R	.50
● Petra Sphinx	SC R	3.00
● Primordial Once	SC U	.50
● Puppet Master	EC U	.75
● Rabid Wormbat	SC U	1.25
● Rakalite	ART R	1.00
● Recall	SOR U	2.50
● Revelation	EW R	2.00
● Rubin Soulcutter	SL R	4.00
● Safe Haven	LAN R	2.00
● Sentinel	AC R	2.00
● Serpent Generator	ART R	4.50
● Shield Wall	SC U	.50
● Shimian Night Stalker	SC U	.75
● Sivir Scarzari	SL U	.25
● Sol'karan the Swamp King	SL R	4.00
● Stangy	SL R	3.00
● Storm Seeker	INS U	2.00
● Takklemagot	EC U	.75
● Teleport	SOR R	2.00
● Tobien Andriom	SL U	.25
● Tormad's Crypt	ART R	.25
● Triassic Egg	ART R	2.00
● Urza's Mine (four versions)	LAN C	.25
● Urza's Power Plant (four versions)	LAN C	.25
● Urza's Tower (four versions)	LAN C	.25
● Vaevicilis Axnandi	SL R	.450
● Voodoo Doll	ART R	2.00
● Wall of Oppution	SC U	.50
● Wall of Wonder	SC U	.50
● Witch Hunter	SC U	1.00
● Wretched, The	SC R	4.00
● Xira Arien	SL R	.250
● Yawgmooth Demon	SC R	3.00

HOMELANDS

WIZARDS OF THE COAST-1995

● Total War	EN R	\$65.00
● Booster Pack (8 cards)	ART R	.175
● Booster Box (60 packs)	SC R	69.00
● Commons	SC R	.10
● Abbey Gargoyles	SC U	.75
● Æther Storm	EN U	1.00
● An-Hava Constable	SC U	1.50
● An-Hava Inn	SC U	.50
● An-Hava Township	LAN R	.75
● An-Zarni Ruins	EN R	3.00
● Anaba Ancestor	SC R	2.00
● Anaba Spirit Crafter	SC R	.250
● Apocalypsis Chime	ART R	2.50
● Autumn Willow	SC R	.650
● Aysen Abbey	LAN U	.75
● Ayisan Crusader	SC R	2.00
● Ayisan Highway	EN R	2.25
● Bakli's Curse	SOR R	2.00
● Barron Sengir	SC R	1.75
● Beast Sengir	SC R	1.75
● Black Carriage	SC R	2.75
● Broken Visage	INS R	2.75
● Castle Sengir	LAN R	.75
● Chain Stasis	INS R	2.00
● Chandler	SC U	.25
● Clockwork Gnomes	AC U	.15
● Clockwork Steed	AC U	.15
● Clockwork Swarm	AC U	.15
● Coral Reef	EN U	.15
● Daughter of Autumn	SC R	.250
● Death Speakers	SC U	.75
● Didigirion	ART R	2.00
● Drudge Spell	EN U	.75
● Dwarrow Pony	SC R	2.00
● Dwarrow Sea Clan	SC U	2.00
● Ebony Rhino	AC U	.15

MAGIC

The Gathering®

Price Guide

• Feroz's Ban	ART R	2.25
• Forget	SOR R	2.00
• Funeral March	EC U	.15
• Ghost Hounds	SC U	.75
• Giant Dyster	SC U	.75
• Grandmother Sengir	SC R	2.50
• Greater Werewolf	SC U	.25
• Hazduhr the Abbot	SC R	2.50
• Headstone	SC R	.15
• Heart Wolf	SC R	2.00
• Ihsan's Shade	SC U	2.00
• Irini Sengir	SC U	1.00
• Ironclaw Curse	EC R	1.75
• Jinx	INS U	.15
• Joven	SC U	.50
• Joven's Ferrets	SC U	.15
• Joven's Toad	ART R	1.00
• Koshun Falls	EN R	2.50
• Koskun Keep	LAN U	.75
• Leaping Lizard	SC U	.15
• Leeches	SOR R	1.75
• Mammoth Harness	EC R	2.00
• Marjan	SC R	2.50
• Merchant Scroll	SOR U	.15
• Mystic Decree	EN R	3.00
• Narwhal	SC R	2.00
• Orcish Mine	EL U	.75
• Primal Order	EN R	4.50
• Prophecy	SOR U	.15
• Rasika the Slayer	SC U	.50
• Renewal	SOR U	.15
• Retribution	SOR U	.75
• Revenka, Wizard Savant	SC R	2.00
• Root Spider	SC U	.50
• Roots	EC U	.50
• Rotorotoper	AC U	.15
• Ryosiran Badger	SC R	1.75
• Sea Sprite	SC U	.75
• Sea Troll	SC U	.50
• Sengir Autocrat	SC R	3.00
• Serra Aviary	EN R	3.00
• Serra Bestiary	EC U	.15
• Serra Inquisitors	SC U	.50
• Serra Paladin	SC U	.15
• Serrated Arrows	ART U	1.00
• Soraya the Falconer	SC R	2.25
• Spectral Bears	SC U	.50
• Timmerian Fiends	SC R	1.00
• Truce	INS R	2.00
• Veldurine of Sengir	SC R	2.50
• Wall of Kelp	SC R	1.75
• Willow Priestess	SC R	2.50
• Winter Sky	SOR R	2.00
• Wizards' School	LAN U	1.00

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (199 cards)	\$150.00
Booster Pack (12 cards)	4.00
Booster Box (36 packs)	148.00
Commons	15

• Ashnod's Cylix	ART R	4.00
• Bakluvian Dead	SC U	.50
• Bakluvian Herd	SC R	10.00
• Bakluvian Trading Post	LAN R	5.00
• Bounty of the Hunt	INS U	.75
• Browse	EN U	1.50
• Burnout	INT U	1.00
• Chaos Harlequin	SC R	3.00
• Contagion	INS U	1.50
• Deadly Insects	SC U	.75
• Death Spark	INS U	.50
• Diminishing Returns	SOR U	5.00
• Diseased Vermis	SC U	1.00
• Dystopia	EN R	5.00
• Elvish Bard	SC U	.50
• Elvish Spirit Guide	SC U	1.00
• Energy Arc	INS U	.50
• Exile	INS R	5.00
• False Demise	EC U	.50

• Fatal Lore	SOR R	4.00
• Feast or Famine	INS U	.50
• Funeral March	EC U	.15
• Ghost Hounds	SC U	.75
• Giant Dyster	SC U	.75
• Grandmother Sengir	SC R	2.50
• Greater Werewolf	SC U	.25
• Hazduhr the Abbot	SC R	2.50
• Headstone	SC R	.15
• Heart Wolf	SC R	2.00
• Ihsan's Shade	SC U	2.00
• Irini Sengir	SC U	1.00
• Ironclaw Curse	EC R	1.75
• Jinx	INS U	.15
• Joven	SC U	.50
• Joven's Ferrets	SC U	.15
• Joven's Toad	ART R	1.00
• Koshun Falls	EN R	2.50
• Koskun Keep	LAN U	.75
• Leaping Lizard	SC U	.15
• Leeches	SOR R	1.75
• Mammoth Harness	EC R	2.00
• Marjan	SC R	2.50
• Merchant Scroll	SOR U	.15
• Mystic Decree	EN R	3.00
• Narwhal	SC R	2.00
• Orcish Mine	EL U	.75
• Primal Order	EN R	4.50
• Prophecy	SOR U	.15
• Rasika the Slayer	SC U	.50
• Renewal	SOR U	.15
• Retribution	SOR U	.75
• Revenka, Wizard Savant	SC R	2.00
• Root Spider	SC U	.50
• Roots	EC U	.50
• Rotorotoper	AC U	.15
• Ryosiran Badger	SC R	1.75
• Sea Sprite	SC U	.75
• Sea Troll	SC U	.50
• Sengir Autocrat	SC R	3.00
• Serra Aviary	EN R	3.00
• Serra Bestiary	EC U	.15
• Serra Inquisitors	SC U	.50
• Serra Paladin	SC U	.15
• Serrated Arrows	ART U	1.00
• Soraya the Falconer	SC R	2.25
• Spectral Bears	SC U	.50
• Timmerian Fiends	SC R	1.00
• Truce	INS R	2.00

• Keeper of Tresserhorn	SC R	4.00
• Kjeldoran Home Guard	SC U	1.00
• Kjeldoran Outpost	LAN R	8.00
• Krovikan Horror	SC R	4.00
• Krovikan Plague	EC U	.50
• Lake of the Dead	LAN R	10.00
• Library of Lat-Nam	SOR R	8.00
• Lim-Döl's Paladin	SC U	1.00
• Lim-Döl's Vault	INS U	2.00
• Lodestone Bauble	ART R	5.00
• Lord of Tresserhorn	SC R	5.00
• Misfortune	SOR R	3.50
• Mishra's Groundbreaker	ART U	.50
• Misinformation	INS U	1.00
• Mystic Compass	ART U	.50
• Nature's Blessing	EN U	.50
• Nature's Chosen	EC U	.50
• Nature's Wrath	EN R	4.00
• Omen of Fire	INS R	4.50
• Phantasmal Sphere	SC R	3.00
• Phelddagrif	SC R	4.50
• Phryxian Devourer	AC R	4.00
• Phryxian Portal	ART R	4.00
• Pilage	SOR U	3.00
• Primitive Justice	SOR U	.75
• Pyrokinesis	INS U	1.00
• Reprisal	INS U	.50
• Ritual of the Machine	SOR R	4.00
• Rogue Skycaptain	SC R	3.00
• Royal Decree	EN R	4.50
• Scarab of the Unseen	ART U	5.00
• Scars of the Veteran	INS U	1.00
• School of the Unseen	LAN U	.50
• Seasoned Tactician	SC U	.50
• Sheltered Valley	LAN R	5.00
• Shield Sphere	AC U	1.00
• Sol Grail	ART R	2.00
• Soldevi Digger	ART R	5.00
• Soldevi Excavations	LAN R	6.00
• Soldier of Fortune	SC U	.75
• Spiny Starfish	SC U	.75
• Splintering Wind	EN R	2.00
• Storm Cauldron	ART R	5.50
• Storm Elemental	SC U	.75
• Stromgald Spy	SC U	1.00
• Suffocation	INS U	.50
• Surge of Strength	INS U	.75
• Sustaining Spirit	SC R	5.00
• Sworn Defender	SC R	4.00
• Thawing Glaciers	LAN R	8.50
• Thought Lash	EN R	3.50
• Tidal Control	EN R	2.50
• Tornado	EN R	3.00
• Unlikely Alliance	EN U	.75
• Urza's Engine	AC R	1.50
• Varchild's War-Riders	SC R	4.00
• Viscerid Drone	SC U	.75
• Wand of Denial	ART R	1.50
• Wandering Mage	SC R	4.00
• Whirling Catastrophe	ART R	1.00
• Winter's Night	EN R	4.00
• Yavimaya Ants	SC U	1.00

• Bazaar of Wonders	EN R	3.50
• Benthic Djinn	SC R	3.00
• Blighted Shaman	SC U	.50
• Blind Fury	INS U	.50
• Bone Mask	ART R	3.00
• Brushwagg	SC R	2.00
• Burning Palm Efreet	SC U	.75
• Cadeverous Bloom	EN R	5.00
• Canopy Dragon	SC R	5.00
• Carrion	INS R	2.50
• Catacomb Dragon	SC R	7.00
• Celestial Dawn	EN R	5.00
• Chaosphere	EN R	3.00
• Charcoal Diamond	ART U	2.00
• Circle of Despair	EN R	3.00
• Consuming Fervency	EC U	.50
• Coral Fighters	SC U	.50
• Crimson Hellkite	SC R	7.00
• Crypt Cobra	SC U	.50
• Cursed Totem	ART R	4.00
• Cycle of Life	EN R	2.50

• Daring Apprentice	SC R	2.50
• Dissipate	INT U	2.00
• Divine Retribution	SC R	3.00
• Dwarrow Miner	SC U	1.00
• Early Harvest	INS R	3.00
• Emberwilde Djinn	SC R	3.50
• Emberwilde Caliph	SC R	2.50
• Energy Bolt	SOR R	3.00
• Energy Vortex	EN R	3.50
• Enlightened Tutor	INS U	2.50
• Ancestral Memories	SOR R	3.50
• Ashen Powder	SOR R	3.00
• Asmora, Holy Avenger	SC R	3.00
• Auspicious Ancestor	SC R	2.00
• Barreling Attack	INS R	2.00
• Basalt Golem	AC U	.50

• Unlisted Uncommons		50
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• Starter Box (12 decks)		80.00
• Booster Pack (15 cards)		2.50
• Booster Box (36 packs)		75.00
• Commons		10
• Unlisted Uncommons		50

• Starter Box (60 cards)		8.00
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• Full Set (199 cards)		\$150.00
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• Full Set (350 cards)		\$175.00
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• Starter Deck (60 cards)		8.00
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• Daring Apprentice	SC R	2.50
• Discordant Spirit	SC R	3.00
• Dissipate	INT U	2.00
• Divine Retribution	SC R	3.00
• Dwarrow Miner	SC U	1.00
• Early Harvest	INS R	3.00
• Emberwilde Djinn	SC R	3.50
• Emberwilde Caliph	SC R	2.50
• Energy Bolt	SOR R	3.00
• Energy Vortex	EN R	3.50
• Enlightened Tutor	INS U	2.50
• Ancestral Memories	SOR R	3.50
• Ashen Powder	SOR R	3.00
• Asmora, Holy Avenger	SC R	3.00
• Auspicious Ancestor	SC R	2.00
• Barreling Attack	INS R	2.00
• Basalt Golem	AC U	.50

• Unlisted Uncommons		50
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• Daring Apprentice	SC R	2.50
• Discordant Spirit	SC R	3.00
• Dissipate	INT U	2.00
• Divine Retribution	SC R	3.00
• Dwarrow Miner	SC U	1.00
• Early Harvest	INS R	3.00
• Emberwilde Djinn	SC R	3.50
• Emberwilde Caliph	SC R	2.50
• Energy Bolt	SOR R	3.00
• Energy Vortex	EN R	3.50
• Enlightened Tutor	INS U	2.50
• Ancestral Memories	SOR R	3.50
• Ashen Powder	SOR R	3.00
• Asmora, Holy Avenger	SC R	3.00
• Auspicious Ancestor	SC R	2.00
• Barreling Attack	INS R	2.00
• Basalt Golem	AC U	.50

• Unlisted Uncommons		50
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• Starter Box (12 decks)		80.00
• Booster Pack (15 cards)		2.50
• Booster Box (36 packs)		75.00
• Commons		10
• Unlisted Uncommons		50

• Starter Box (60 cards)		8.00
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• Full Set (199 cards)		\$150.00
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• Full Set (350 cards)		\$175.00
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• Starter Deck (60 cards)		8.00
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● Bogardan Phoenix	SC R	4.00
● Brass-Talon Chimera	AC U	.50
● Breathstealer's Crypt	EN R	3.00
● Brood of Cockroaches	SC U	.50
● Charonat	SC R	5.00
● City of Sulfide	EN R	8.00
● Corrosion	EN R	3.00
● Creeping Mold	SOR U	1.00
● Desertion	INT R	8.50
● Desolation	EN U	1.00
● Diamond Kaleidoscope	ART R	3.75
● Dragon Mask	ART U	1.00
● Elephant Grass	EN U	1.00
● Elfin Lair	EN R	3.50
● Equipoise	EN R	4.00
● Eye of Singularity	EN R	4.00
● Fervent Enchantress	SC R	3.00
● Firestorm Hellkite	SC R	6.50
● Flooded Shoreline	EN R	3.50
● Forbidden Ritual	SOR R	4.00
● Goblin Recruiter	SC U	1.00
● Griffin Canyon	LAN R	3.00
● Guiding Spirit	SC R	3.50
● Helm of Awakening	ART R	1.00
● Honorable Passage	INS U	1.00
● Juju Bubble	ART U	.50
● Kaerava's Spite	INS R	4.00
● Katabatic Winds	EN R	3.00
● Konkus	SC R	5.00
● Lead-Belly Chimera	AC U	.50
● Lichenthrop	SC R	3.00
● Lightning Cloud	EN R	4.50
● Longbow Archer	SC U	1.00
● Magna Mine	ART U	1.00
● Miraculous Recovery	INS U	1.00
● Natural Order	SOR R	4.50
● Necromancy	EN U	1.00
● Necrosavant	SC R	4.00
● Nekhrat	SC U	1.00
● Ogre Enforcer	SC R	5.00
● Ovinomancer	SC U	1.00
● Peace Talks	SOR U	.50
● Phyrexian Marauder	AC R	5.00
● Pillar Tomb of Aku	EN R	4.00
● Prosperity	SOR U	2.00
● Pygmy Hippo	SC R	3.50
● Quicksand	LAN U	1.25
● Quirion Druid	SC R	4.50
● Rainbow Erttel	SC R	5.50
● Relentless Assault	SOR R	10.00
● Retribution of the Meek	SOR R	4.00
● Righteous War	EN R	3.00
● Rowen	EN R	3.50
● Sands of Time	ART R	4.00
● Scalebane's Elite	SC U	1.00
● Simoon	INS U	.50
● Snake Basket	ART R	5.00
● Squandered Resources	EN R	4.00
● Stampeding Wildebeests	SC U	1.00
● Suleiman's Legacy	EN R	3.00
● Summer Bloom	SOR U	1.00
● Teferi's Puzzle Box	ART R	4.00
● Teferi's Realm	EN R	3.00
● Tempest Drake	SC U	1.00
● Three Wishes	INS R	4.00
● Tin-Wing Chimera	AC U	.50
● Tithe	INS R	4.00
● Triangle of War	ART R	3.00
● Undiscovered Paradise	LAN R	8.00
● Vampire Tutor	INS R	10.00
● Vashivin Sandstalker	SC U	1.50
● Vashivin Dragon	SC R	8.00
● Wand of Denial	ART R	5.00
● Waterpout Djinn	SC U	1.00
● Zelfhrin Crusader	SC R	4.00

WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (157 cards)	150.00	
Booster Pack (15 cards)	2.50	
Booster Box (36 packs)	78.00	
Commons	.15	
Unlisted Uncommons	.50	
● Abeyance	INS R	7.50
● Aberoth	SC R	4.50
● Äther Flash	EN U	1.00
● Alabaster Dragon	SC R	6.50
● Ancestral Knowledge	EN R	5.00
● Avizuna	SC R	3.50
● Banshi	SC U	.50
● Bone Dancer	SC R	3.50
● Bossum Strip	ART R	4.00
● Bubble Matrix	ART R	5.00
● Call of the Wild	EN R	4.50
● Chimeric Sphere	ART U	.50
● Debt of Loyalty	INS R	4.00
● Dense Foliage	EN R	4.00
● Dingus Staff	ART U	1.00
● Doomsday	SOR R	5.00
● Dwarrow Thaumaturgist	SC R	4.00
● Ertai's Familiar	SC R	4.00
● Envir. .	EN R	8.00
● Envir. .	EN R	6.00
● Forjysian Brigade	SC U	.75
● Fungus Elemental	SC R	4.00
● Gaea's Blessing	SOR U	1.00
● Gallowbraid	SC R	4.50
● Gemstone Mine	LAN U	3.00
● Goblin Bomb	EN R	5.00
● Heart Stroke	EN R	4.00
● Hurdon Shaman	SC U	.50
● Infernal Tribute	EN R	4.00
● Inner Sanctum	EN R	4.00
● Liege of the Hollows	SC R	4.00
● Lotus Vale	LAN R	11.00
● Mana Web	ART R	5.00
● Maraxus of Kold	SC R	5.00
● Morinfin	SC R	4.00
● Myrmidons	SC R	3.00
● Nature's Resurgence	SC R	4.00
● Noble Benefactor	SC U	.75
● Nul Rod	ART R	4.00
● Orcish Settlers	SC R	1.50
● Paradigm Shift	SOR R	4.00
● Peacockeep	SC R	5.00
● Pendrell Mists	EN R	5.00
● Phantom Warrior	SC U	1.00
● Psychic Vortex	EN R	3.50
● Pygmy Hippo	SC R	4.00
● Quicksand	LAN R	1.25
● Ravnica	SC R	4.00
● Relame	SC R	1.00
● Scorched Ruins	LAN R	5.00
● Serenity	EN R	5.00
● Serra's Blessing	EN U	1.00
● Southern Paladin	SC R	5.00
● Tariff	SOR R	4.50
● Terferi's Veil	EN U	.50
● Thran Tome	ART R	4.00
● Thundermire	SC R	7.00
● Tolarian Entrancer	SC R	4.00
● Tolarian Serpent	SC R	4.00
● Touchstone	ART U	.50
● Tranquill Grove	EN R	5.00
● Urborg Justice	INS R	4.00
● Urborg Stalker	SC R	4.00
● Vodalian Illusionist	SC R	5.00
● Volunteer Reserves	SC U	1.50
● Wave of Terror	EN R	4.00
● Well of Knowledge	ART R	5.00
● Winding Canyon	LAN R	5.00
● Xanthic Statue	ART R	4.50

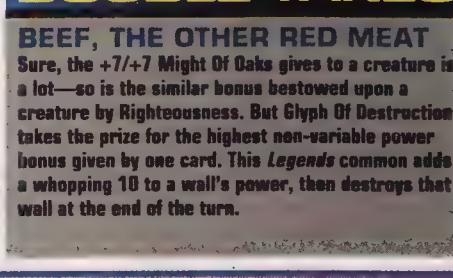
TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	255.00	
Booster Pack (15 cards)	2.75	
Booster Box (36 packs)	80.00	
Starter Deck (60 cards)	8.00	
Starter Box (12 decks)	80.00	
Starter Box (12 decks-pre-constructed)	125.00	
Commons	.15	
Unlisted Uncommons	.75	
● Altar of Dementia	ART R	5.00
● Aluren	EN R	7.00
● Angelic Protector	SC U	1.00
● Apes of Rath	SC U	.50
● Apocalypse	SOR R	5.00
● Auratog	SC R	4.00
● Avenging Angel	SC R	5.50
● Bellowing Fiend	SC R	4.00
● Benthic Behemoth	SC R	4.00
● Boby Trap	ART R	6.00
● Bottle Gnomes	AC U	3.00
● Bounty Hunter	SC R	5.00
● Caldera Lake	LAN R	5.00
● Canyon Drake	SC R	3.25
● Carrionette	SC R	3.50
● Chaotic Goo	SC R	3.00
● Chill	EN U	1.00
● Choke	EN U	1.50
● Cinder Marsh	LAN U	1.25
● Coffin Queen	SC R	5.00
● Cold Storage	ART R	4.00
● Commander Greven il-Vec	SC R	7.00
● Corpse Dance	INS R	8.00
● Crazed Ammon	SC R	4.00

DOUBLE TAKES

BEEF, THE OTHER RED MEAT
 Sure, the +7/+7 Might Of Oaks gives to a creature a lot—so is the similar bonus bestowed upon a creature by Righteousness. But Glyph Of Destruction takes the prize for the highest non-variable power bonus given by one card. This *Legends* common adds a whopping 10 to a wall's power, then destroys that wall at the end of the turn.



Target wall you control gains +10/+0 when blocking. Any damage dealt to target wall is reduced to zero. Target wall is destroyed at end of turn.

● Knight of Dusk	SC U	1.50
● Kraklin	SC U	1.50
● Legacy's Allure	EN U	1.25
● Legendarium	SOR U	1.00
● Light of Day	EN U	1.25
● Living Death	SOR R	14.00
● Lobotomy	SOR R	2.00
● Macabre	SC R	3.50
● Maggus	SC R	3.50
● Magnetic Web	ART R	4.00
● Mana Severance	SOR R	4.00
● Marble Titan	SC R	4.00
● Mawcor	SC R	3.50
● Maze of Shadows	LAN U	1.25
● Meditate	INS R	8.00
● Minion of the Wastes	SC R	4.00
● Mint's Guile	EN R	4.50
● Mogg Cannon	ART U	.75
● Escaped Shapeshifter	SC R	4.50
● Extinction	SOR R	4.00
● Fevered Convulsions	EN R	3.00
● Field of Souls	EN R	5.00
● Flickering Ward	EC U	1.00
● Flowstone Salamander	SC U	.75
● Flowstone Sculpture	AC R	4.00
● Flowstone Wyvern	SC R	3.50
● Fool's Tome	ART R	4.00
● Fugitive Druid	SC R	4.00
● Furnace of Rath	EN R	6.50
● Fylamard	SC U	1.00
● Gerard's Battle Cry	EN R	4.50
● Gobblin Bombardment	EN U	1.50
● Grindstone	ART U	0.25
● Hand to Hand	EN R	3.50
● Hanna's Custody	EN R	4.25
● Heartwood Giant	SC R	4.00
● Helm of Possession	ART R	5.50
● Humility	EN R	7.00
● Interdict	INT U	1.25
● Intuition	INS R	5.00
● Jackal Pup	SC U	1.00
● Jet Medallion	ART R	5.00
● Jinxed Idol	ART R	4.50
● Kezzendrix	SC R	3.50
● Knight of Dawn	SC U	1.50

● Ruby Medallion	ART R	5.00
● Sacred Guide	SC R	3.50
● Saftey Flats	LAN R	5.00
● Sapphire Medallion	ART R	6.50
● Sarcomancy	EN R	7.00
● Scabland	LAN R	5.00
● Scalding Tengs	ART R	5.00
● Scarched Earth	SOR R	4.00
● Screeching Harpy	SC U	.75
● Scroll Rack	ART R	8.00
● Selenia, Dark Angel	SC R	6.00
● Shocker	SC R	5.00
● Sky Spirit	SC U	1.25
● Skyshroud Forest	LAN R	5.50
● Skyshroud Vampire	SC U	1.25
● Solari Emissary	SC R	4.00
● Solari Guerrillas	SC R	4.00
● Solan Monk	SC U	1.25
● Solan Priest	SC U	1.50
● Spirit Mirror	EN R	4.00
● Spontaneous Combustion	INS U	1.00
● Starke of Rath	SC R	3.00
● Static Orb	ART R	5.00
● Steel Enchantment	EE U	1.25
● Storm Front	EN U	.75
● Sudden Impact	INS U	1.50
● Teleporter	AC U	.75
● Thalakos Lowlands	LAN U	1.25
● Thumbscrews	ART R	4.00
● Time Warp	SOR R	13.00
● Tooth and Claw	EN R	3.50
● Torture Chamber	ART R	4.00
● Tradewind Rider	SC R	20.00
● Unstable Shapeshifter	SC R	4.00
● Unlisted Uncommons	1.00	1.00
● Verdigris	INS U	.75
● Vhat il-Dal	SC R	3.50
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● Wasteland	LAN U	2.50
● Whim of Volrath	INS R	4.50
● Whispers of the Muse	INS U	1.50
● Wind Dancer	SC U	1.75
● Winds of Rath	SOR R	5.50
● Wood Sage	SC R	3.25

● Acidic Sliver	SC U	1.50
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● Bottomless Pit	EN U	1.50
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● Heat of Battle	EN U	1.00
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● Portcullis	ART R	5.00
● Pursuit of Knowledge	EN R	6.00
● Rebound	INT U	1.00
● Reins of Power	INS R	3.50
● Revenant	SC R	4.50

MAGIC

The Gathering®

Price Guide

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○ Sacred Ground	EN R	4.00
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● Shard Phoenix	SC R	5.00
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URZA'S SAGA		
WIZARDS OF THE COAST-1998		
Full Set (335 cards)		265.00
Booster Pack (15 cards)		3.00



If you have fewer cards in your hand than your opponent does, draw until you have the same number. (When you play Balance of Power, it doesn't count as in your hand.)

DOUBLE TAKES

PORTAL KOMBAT

And you thought Portal was weak? Imagine if Baleful Stare, a blue card which lets you draw a card for each mountain and red card in your opponent's hand, were tournament legal. Or how about Balance of Power? This blue sorcery lets you refill your hand to as many cards as your opponent has—a slight twist on the now-banned Windfall.

Booster Box (36 packs)

Starter Deck (75 cards)

Starter Box (12 decks)

Commons

15

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Beast of Burden	AC R	5.00
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Ghru Encampment	LAN U	1.00
Ghu War Cry	EN U	1.00
Goblin Welder	SC R	4.00
Grom Monolith	ART R	4.00
Harmonic Convergence	INS U	1.00
Hidden Gibbons	EN R	4.00
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Impending Disaster	EN R	5.00
Iron Maiden	ART R	3.00
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Karmic Guide	SC R	5.00
King Crab	SC U	1.00
Knighthead	EN U	1.00
Last-Ditch Effort	INS U	1.00
Levitation	EN U	1.00
Lonewolf	SC U	1.00
Lurking Skurge	EN R	3.00
Martyr's Cause	EN U	1.00
Memory Jar	ART R	4.50
Night of Oaks	INS R	6.00
Molten Hydra	SC R	3.00
Mother of Runes	SC U	1.00
Multani, Marn-Sorceror	SL R	9.00
Multani's Presence	EN U	1.25
No Mercy	EN R	6.00
Opal Avenger	EN R	3.50
Opportunity	INS U	1.00
Palmchron	SC R	10.00
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Radiant's Dragons	SC U	1.25
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Raven Familiar	SC U	1.00
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Thran Lens	ART R	5.00
Thran War Machine	AC U	1.50
Thran Weaponry	ART R	3.00
Ticking Gnomes	AC U	1.00
Tinker	SON U	1.00
Treachorous Link	EC U	1.00
Treetop Village	LAN U	1.00
Urza's Blueprints	ART R	4.00
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Evasicator	SC R	25.00
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Fleeting Image	SC R	35.00
Fog of Gaths	SC C	6.00
Forbidding Watchtower	LAN U	10.00
Frantic Search	INS C	5.00
Gang of Elk	SC U	10.00
Ghira Fire-Eater	SC U	15.00
Ghru Encampment	LAN U	12.00
Ghru Shinger	SC C	8.00
Ghru War Cry	EN U	10.00
Giant Cockroach	SC C	5.00
Goblin Medics	SC C	8.00
Goblin Welder	SC R	24.00
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Knighthead	EN U	12.00
Last-Ditch Effort	INS U	12.00
Levitation	EN R	40.00
Leverage	INS C	6.00
Lurking Skurge	EN R	22.00
Martyr's Cause	EN U	12.00
Memory Jar	ART R	44.00
Might of Oaks	INS R	36.00
Molten Hydra	SC R	29.00
Mother of Runes	SC U	15.00
Multani, Marn-Sorceror	SL R	44.00
Multani's Acolyte	SC C	5.00
Multani's Presence	EN U	24.00
No Mercy	EN R	48.00
Opal Avenger	EN R	24.00
Opal Champion	EN C	5.00
Opportunity	INS U	14.00
Ostracize	SOR C	6.00
Palmchron	SC R	44.00
Parch	INS C	8.00
Peace and Quiet	INS U	12.00
Phyrezzan Broodlings	SC C	5.00
Phyrezzan Defiler	SC C	5.00
Phyrezzan Plagueford	SC R	35.00
Phyrezzan Recimation	EN U	14.00
Phunor Collapse	EN R	30.00
Purity	SOR R	28.00
Pyromancy	SC C	5.00
Quicksilver Amulet	ART R	42.00
Rack and Ruin	INS U	12.00
Radiant, Archangel	SL R	48.00
Reprobable	INS C	6.00
Ring of Gix	ART R	78.00
Rovary	EN R	30.00
Scrapheap	ART R	32.00
Second Chance	EN R	40.00
Shivan Phoenix	SC R	32.00
Sick and Tired	INS C	5.00
Silk Net	INS C	5.00
Samson Grunts	SC C	8.00
Sleeper's Galle	EC C	5.00
Slow Motion	EC C	5.00
Sluggishness	EC C	5.00
Snip	INS C	5.00
Spawning Pool	LAN U	15.00
Subversion	EN R	35.00
Sustainer of the Realm	SC U	12.00
Swt	INS C	6.00
Tethered Skurge	SC C	11.00
Thornweed Fairies	SC C	8.00
Thran Lens	ART R	30.00
Thran War Machine	AC U	12.00
Thran Weaponry	ART R	24.00
Ticking Gnomes	AC U	12.00
Tinker	SOR U	12.00
Trapline	SC C	5.00
Treachorous Link	EC U	12.00
Treetop Village	SC C	5.00
Unearth	SOR C	0.00
Urza's Blueprints	ART R	38.00
Vashiro Bey	SC C	5.00
Vashiro Cutthroat	SC U	14.00
Vashiro Heretic	SC U	14.00
Vashiro Sandcout	SC C	0.00

Lennier



Minbari Character

Minbari Ambassador's Assistant, Religious Caste

Lennier's intrigue may only be used to oppose intrigue conflicts. While Lennier is ready, Lennier may take all damage inflicted in an attack on Delenn in her place. He then rotates.

Lennier is a member of a religious sect known as the "Third Fane of Children of Babylon" for his first assignment off-world. He is Delenn's aide, keeping her in line and confident. He has a pure, critical eye for her.

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DOUBLE TAKES

LOST IN SPACE
 Billy Mumy was the sole kid on a TV show of grown-ups during his years on "Lost in Space," playing the role of young Will Robinson. He eventually found his way through the starry expanse and landed a role on "Babylon 5" as Lennier, attaché to Delenn. Just as he was a faithful sidekick to Dr. Smith on "LIS," he served the same role on "B5," hardly leaving Delenn's side.

Reprobable	INS C	6.00
Rovary	EN R	30.00
Scrapheap	ART R	32.00
Second Chance	EN R	40.00
Shivan Phoenix	SC R	32.00
Sick and Tired	INS C	5.00
Silk Net	INS C	5.00
Samson Grunts	SC C	8.00
Sleeper's Galle	EC C	5.00
Slow Motion	EC C	5.00
Sluggishness	EC C	5.00
Snip	INS C	5.00
Spawning Pool	LAN U	15.00
Subversion	EN R	35.00
Sustainer of the Realm	SC U	12.00
Swt	INS C	6.00
Tethered Skurge	SC C	11.00
Thornweed Fairies	SC C	8.00
Thran Lens	ART R	30.00
Thran War Machine	AC U	12.00
Thran Weaponry	ART R	24.00
Ticking Gnomes	AC U	12.00
Tinker	SOR U	12.00
Trapline	SC C	5.00
Treachorous Link	EC U	12.00
Treetop Village	LAN U	15.00
Unearth	SOR C	0.00
Urza's Blueprints	ART R	38.00
Vashiro Bey	SC C	5.00
Vashiro Cutthroat	SC U	14.00
Vashiro Heretic	SC U	14.00
Vashiro Sandcout	SC C	0.00

BABYLON 5

PRECEDENCE PUBLISHING-1997

Full Set (446 cards)	\$225.00
Starter Deck	9.00
Starter Box (12 decks)	82.00
Booster Pack	2.00
Booster Box (24 packs)	39.00
Commons	25
Uncommons	1.00

As It Was Meant To Be	AGE R	3.00
Babylon 5 Unrest	ENH R	3.00
Buster	CHA R	10.00
Bio-Weapon Discovery	CON R	4.00
Third Battle Fleet (Contour)	FLE R	6.00

Total War	AGE R	4.00
To Pan	CHA R	7.00
Vendetta	AFT R	3.00
Vital Interests	ENH R	3.00

Centauri	HUMAN	MINBARI	NARN	NEUTRAL	OTHER	Orion
AGE Agenda	CNT Contingency	EVE Event	INT Intrigue	LOC Location	MIL Military	
CON Conflict	FLE Fleet	INT Intrigue	LOC Location	MIL Military		

WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

BABYLON 5 DATA C=COMMON U=UNCOMMON R=RARE

● CENTAURI ● HUMAN ● MINBARI ● NARN ● NEUTRAL ● OTHER ● ORION

AFT Aftermath AGE Agenda CON Conflict ENH Enhancement GRO Group

INT Intrigue LOC Location MIL Military

● Blockade ● Bombing Run Captain Pierce CHA Pr

● Casualty Reports GRO R

● Competing Interests EVE R

● Conflicting Desires EVE R

● Consolidated Position CON R

● Contact First Ones AFT Pr

● Counterintelligence ENH R

● Covert Allies CHA R

● Crusade CHA R

● Cultural Connections AFT Pr

● Damage Control Team GRO R

● Delenn Transformed CHA R

● Demonstrative Victory CON R

● Despair AFT R

● Destined to Be EVE Pr

● Destroy the Opposition AGE Pr

● Diplomatic Advantage AFT R

● Disaffected (all affiliations-each) CHA R

● Disgrace AFT R

● Doctor Franklin CHA Pr

● Elinc CHA R

● Emperor Turian CHA R

● Fleet of The Line FLE R

● Forced Commitment ENH R

● Forced Evolution AGE R

● Forced Impairment CON R

● Forces Collide EVE R

● Free the Souls CON R

● Glory AFT R

● Government Oppression GRO R

● Great Machine, The CHA R

● Grey Council Fleet FLE R

● G'ston CHA R

● Harvest Souls AFT R

● Heavy Fleet FLE R

● Immortality Serum DIP R

● Imperial Telepathic GRO R

● Inevitable Destiny AFT R

● It Will Be His Undoing AFT R

● Jason Ironheart CHA R

● Jha'Dur CHA R

● John Sheridan CHA R

● Koch Naranek CHA R

● Lack of Direction AFT R

● Left Vulnerable AFT R

● Luis Santiago CHA R

● Maintain The Peace AGE R

● Marcus Cole CHA R

● Markab Fleet FLE R

● Marty AFT R

● Minister Malachi CHA R

● Monitored Deal EVE Pr

● Morden CHA R

● Motivated Leaders GRO R

● Negotiated Surrender AFT R

● No Escape AFT R

● Not Meant To Be EVE R

● Observers GRO R

● Order Above All AGE R

Price Guide

● Vorlon Enhancement	ENH R	4.00
● Vorlon Rescue	EVE R	4.00
● Vree Saucers	FLE R	4.00
● War Leader Shakiri	CHA R	5.00
● Warleader's Fleet	FLE R	5.00
● Warrior Caste	GRO R	3.00
● Witness Protection	CON R	3.00
● Wounded	AFT R	3.50

THE SHADOWS EXPANSION

PRECEDENCE PUBLISHING—1998

Full Set (203 cards)		135.00
Booster Box (24 packs)		36.00
Booster Pack (12 cards)		2.75
Commons		.15
Uncommons		1.00

● A Final Statement	EVE R	2.00
● Additional Force	EVE R	3.00
● Ambassador Kosh	CHA R	8.00
● Annex Neutral World	CON R	2.00
● Assassination Device	ENH R	2.00
● Attack Babylon 5	CON R	3.00
● Broken Allegiance	EVE Pr	8.00
● Bureaucratic Controls	ENH Pr	6.00
● Calenn	CHA R	7.00
● Calling the Shots	ENH R	3.50
● Centauri Beta 1	LOC R	4.00
● Change of Direction	EVE R	3.25
● Consumed by Shadows	AFT R	5.00
● Coup de Grace	CON R	5.00
● Covering Weaknesses	EVE R	3.50
● Credit Chip	ENH Pr	7.00
● Damaged From Within	ENH R	5.00
● Dedicated Follower	EVE R	3.00
● Defense Treaty	CON Pr	10.00
● Disciple of Light	AGE R	4.00
● Eliminate Threats	EVE R	3.00
● Emperor Cartago	CHA R	6.00
● Enril'zha	CHA R	8.50
● Evidence of Shadow	EVE Pr	5.00
● Factorial Inertia	ENH R	3.00
● Fast Learner	ENH R	2.50
● Followers of Q'uan	GRO R	4.00
● Forging Alliances	AGE R	3.00
● Freedom of Choice	AFT R	2.50
● Gather Rebels	AGE R	3.50
● Government Aid	ENH R	3.00
● Growing Skepticism	ENH R	2.75
● Healing Artifact	ENH R	5.00
● Heavy Resistance	ENH R	4.50
● Held Back	ENH R	3.00
● Heralds of the Grey	GRO R	3.50
● Hidden Corruption	EVE R	4.00
● Hollow Victory	EVE R	3.50
● In Chaos, Uncertainty	EVE R	2.50
● In the Spotlight	AFT R	3.00
● Inconclusive Strike	EVE Pr	5.00
● Information Overload	ENH R	3.00
● Knowledge, then Action	ENH R	4.00
● Lasting Out	EVE R	3.00
● Learn Their Weakness	CON R	3.00
● Looking Ahead	CON R	3.00
● Lord Mollari	CHA R	7.00
● Lost in Shadows	EVE R	3.50
● Managed Growth	AGE R	4.00
● Manifest Destiny	AGE R	3.50
● Mindwipe	CON R	3.50
● Monks	GRO R	4.00
● Mr. Mardon	CHA R	8.00
● Mysterious Protections	EVE R	3.50
● New Opportunities	ENH R	3.00
● New Priorities	EVE R	3.00
● Not Alone	EVE R	2.00
● Obstacles to Victory	ENH R	3.00
● Over the Brink	EVE R	2.00
● Past Victories	ENH Pr	12.00
● Peaceful Solutions	ENH R	3.00
● Permanent Wound	AFT R	2.50
● Political Pull	AGE R	2.75
● Preeminence	ENH R	3.00
● Presidential Coup	ENH R	3.50

THE GREAT WAR EXPANSION

PRECEDENCE PUBLISHING—1999

Full Set (417 cards)		*
Starter Box (12 decks)		*
Booster Pack (10 cards)		2.50
Commons		.15
Fixed cards		.15

● A Show of Guile	AFT R	1.50
● Abandoned	AFT U	.75
● Acolyte	CHA U	.75
● Advance Fleet	FLE U	.75
● Against the First Ones	AGE U	.75
● Agamemnon	ENH R	2.50
● Aggressive Action	CON R	3.50
● Altruism	AGE U	.75
● Ancient Enemies	ENH U	.75
● Anla'Shok	GRO R	4.00
● Anna Sheridan	CHA R	5.00
● Asimov Laws	CON Pr	6.00
● At a Standstill	AFT U	.75
● Attack Formation	EVE P	6.00
● Attack Outpost	CON U	.75
● Babylon 5 Fighters	FLE U	.75
● Babylon 5 War Council	ENH U	.75
● Backlash	AFT U	.75
● Beyond the Rim	CON R	2.50
● Biased Reporting	ENH U	.75
● Blind the Watchers	CON U	.75
● Brakir	LOC U	.75
● Buy Favor	CON U	.75
● Buy New Resources	EVE R	3.00
● Call Their Bluff	CON U	.75
● Carrier Group	FLE U	.75
● Chain of Command	AFT U	.75
● Changeling Net	ENH R	2.00

● Chaos of God	AGE R	8.00
● Civil Servants	GRO U	.75
● Coincidence	EVE R	2.00
● Combined Fleet	FLE R	5.00
● Command Ship	FLE R	4.00
● Confrontation	CNT R	2.50
● Consultation	EVE R	3.00
● Gagod	CHA R	3.00
● Day of the Dead	EVE R	3.00
● Death of Kosh	CON R	3.50
● Deep Scan	CON U	.75
● Defeated	AFT R	2.00
● Defector Revealed	EVE Pr	6.00
● Defend the Races	AGE R	2.00
● Diplomatic Channels	ENH U	.75
● Diplomatic Intrusion	CON U	.75
● Diplomatic Payoff	CNT R	2.00
● Disarray	AFT Pr	6.00
● Dissent	ENH U	.75
● Doctor Lilian Hobbs	CHA U	.75
● Drazi Strike Fleet	FLE U	.75
● Dust	EVE U	.75
● Efficiency	ENH U	.75
● Egyptian God of Frustration	ENH U	.75
● Emteeli	ENH R	2.50
● Empire Builder	AGE U	.75
● Exhaustion	EVE Pr	6.00
● Eyes on the Border	EVE U	.75
● Failed Goals	AFT U	.75
● Fast Transport	ENH U	.75
● Fate Awaits	ENH U	.75
● Fate Calls	CON R	2.50
● Feast of Strife	AGE U	.75
● Feint	EVE R	2.00
● Fighter Base	ENH U	.75
● First One Intervention	AFT R	2.00
● First One Involvement	EVE R	2.00
● First One Protection	CNT R	2.00
● First Squadron	ENH U	.75
● First United Fleet	FLE R	3.00
● Force Majeure	AGE R	2.50
● Fray at the Edges	EVE R	2.00
● Full Mobilization	AGE R	2.00
● Further Gains	CNT R	3.00
● Futility	AFT R	1.50
● Gain Merchant	CHA Pr	6.00
● Gear Up for War	ENH R	3.50
● G'Kar Enlightened	CHA R	5.00
● G'Neb	CHA U	.75
● Guarded Resource	CNT R	2.00
● Gyro	CHA U	.75
● Hacker	ENH U	.75
● Hand of Valen	AGE U	.75
● Harkar	CHA U	.75
● Heavy Losses	AFT U	.75
● Hidden Pressures	EVE R	2.00
● Hidden Treasury	CNT R	3.00
● Hyach Matriarch	CHA R	3.00
● Independent Support	ENH U	.75
● Intelligence Gathering	CNT U	.75
● Intervention Force	FLE R	3.00
● Julie Mustaine	CHA U	.75
● Justin	CHA R	5.00
● Let Them Fight	CON R	2.50
● Lhirm/Dram	CHA U	.75
● Light Shines	EVE U	.75
● Lorian	CHA R	4.00
● Lost Opportunities	CNT U	.75
● Lou Welch	CHA U	.75
● Luh/Syfah	CHA R	3.00
● Lyta Empowered	CHA R	3.50
● Maintain Control	CON R	3.50
● Master of All	AGE R	2.00
● Media Mogul	AGE U	.75
● Melat	LOC U	.75
● Merciless	ENH R	2.50
● Minister Durano	CHA R	4.00
● Minister Verano	CHA U	.75
● Momentum	ENH R	2.50
● Nhuik/Vrek	CHA R	3.00
● No Compromises	ENH U	.75
● No Mercy	AFT U	.75
● Officer Exchange	CON U	.75
● On All Fronts	CON R	2.50
● Opportunity for Chaos	EVE R	3.00
● Order Maintained	CON R	2.50
● Patrol Fleet	FLE U	.75
● Peace Dividend	CNT U	.75
● Perpetual Conflict	CON R	2.50
● Plague	CON R	2.50
● Planet Defense Fleet	FLE U	.75
● Planet-wide Unrest	CON U	.75
● Plans Revealed	AGE R	2.50
● Popular Tariffs	ENH U	.75
● Power Brokers	GRO R	4.00
● Power Play	EVE R	2.00
● Premonition	ENH R	2.50
● Pride of the Kha'Ri	ENH R	2.50
● Prime Minister Mollari	CHA R	5.00
● Public Resentment	AFT U	1.50
● Purple Files	EVE R	3.00
● Pushing Limits	AFT U	.75
● Quality Leadership	ENH U	.75
● Shadows Fall	EVE U	.75
● Sahradow Watch	ENH R	2.50
● Shamh III	LOC U	.75
● Sheridan Robon	CHA R	7.00
● Stasis	ENH U	.75
● Strange Bedfellows	CON R	2.50
● Strike at the Heart	CON U	.75
● Subtle Influence	CON U	.75
● Techno-mage	CHA R	2.50
● Telepath Block	ENH U	.75
● Tenuous Control	EVE U	.75
● Terra Firma	AGE R	2.00
● The Just Suffer	EVE Pr	6.00
● The Katai	ENH R	3.50
● The Path of Conquest	EVE R	2.00
● The Price of Fame	AFT U	.75

BABYLON 5 DATA		
C=COMMON	U=UNCOMMON	R=RARE
● CENTAURI	● HUMAN	● MINBARI
● NARN	● NEUTRAL	● OTHER
● O'NEILL	● VORLON	

AFT Aftermath
AGE Agenda
CHA Character

CNT Contingency
CON Conflict
ENH Enhancement

EVE Event
FLE Fleet
GRO Group

INT Intrigue
LOC Location
MIL Military

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

● Vorlon Universe	AGE	R	2.00
○ Vorlon War Fleet	FLE	R	4.00
● War Faver	ENH	U	.75
● War Footing	AGE	U	.75
● War Protester	CON	U	.75
● Wargames	CON	R	2.50
● We Are Not Impressed	ENH	U	.75
● Well Publicized	AFT	R	1.50
● What Were You Thinking?	AFT	U	.75
● White Star Fleet	FLE	R	4.50
● With A Sacrifice	AFT	U	.75
● Wrong Place and Time	AFT	U	.75
● Zathras	CHA	R	2.00
● Zathras	CHA	U	.75
● Zathras	CHA	P	4.00



POKÉMON

WIZARDS OF THE COAST—1999

Full Set (102 cards) 200.00

Preconstructed Starter Deck (60 cards) 10.00

1st Edition Booster Pack (11 cards) 4.50

2nd Edition Booster Pack (11 cards) 3.00

Prices are for 1st Edition cards. 2nd Edition card prices are 75% of 1st Edition equivalents.

● Abra	POK	C	.25
● Alakazam	POK	R	10.00
● Arcanine	POK	U	.75
● Beedrill	POK	R	4.00
● Bill	TRA	C	.25
● Blastoise	POK	R	8.00
● Bulbasaur	POK	C	.25
● Caterpie	POK	C	.25
● Chansey	POK	R	6.00
● Charizard	POK	R	13.00
● Charmander	POK	C	.25
● Charmeleon	POK	U	.75
● Clefairy	POK	R	6.00
● Clefairy Doll	TRA	R	3.00
● Computer Search	TRA	R	4.00
● Defender	TRA	U	.75
● Devotion Spray	TRA	R	2.00
● Dewgong	POK	U	.75
● Diglett	POK	C	.25
● Doduo	POK	C	.25
● Double Colorless Energy	ENG	C	.75
● Dragonair	POK	R	3.00
● Dratini	POK	U	.75
● Drowzee	POK	C	.25
● Dugtrio	POK	R	3.00
● Electabuzz	POK	R	4.00
● Electrode	POK	R	3.00
● Energy Removal	TRA	C	.25
● Energy Retrieval	TRA	U	.75
● Farfetch'd	POK	U	.75
● Fighting Energy	ENG	C	.50
● Fire Energy	ENG	C	.50
● Full Heal	TRA	U	.75
● Gasty	POK	C	.25
● Grass Energy	ENG	C	.50
● Growlithe	POK	U	.75
● Gust of Wind	TRA	C	.25
● Gyarados	POK	R	8.00
● Haunter	POK	U	.75
● Hitmonchan	POK	R	7.00
● Imposter Professor Oak	TRA	R	2.00
● Item Finder	TRA	R	2.00
● Ivysaur	POK	U	.75
● Jynx	POK	U	.75
● Kadabra	POK	U	.75
● Kekuna	POK	U	.75
● Koffing	POK	C	.25
● Lass	TRA	R	2.00
● Lightning Energy	ENG	C	.50
● Machamp	POK	R	7.00
● Machoke	POK	U	.75
● Magikarp	POK	U	.75
● Magmar	POK	U	.75
● Magnemite	POK	C	.25

● Magneton	POK	R	6.00
● Maintenance	TRA	U	.75
● Metapod	POK	C	.25
● Mewtwo	POK	R	7.00
● Nidoking	POK	R	6.00
● Nidorina	POK	U	.75
● Nidorino	POK	R	6.00
● Ninetales	POK	R	6.00
● Nidoran	POK	C	.25
● Onix	POK	C	.25
● Pidgeotto	POK	R	3.00
● Pidgey	POK	C	.25
● Pikachu	POK	C	.25
● PlusPower	TRA	U	.75
● Pokédex	TRA	U	.75
● Pokémon Breeder	TRA	R	3.00
● Pokémon Center	TRA	U	.75
● Pokémon Flute	TRA	U	.75
● Pokémon Trainer	TRA	R	3.00
● Poliwhirl	POK	C	.25
● Poliwrath	POK	R	6.00
● Porygon	POK	U	.75
● Potion	TRA	C	.25
● Professor Oak	TRA	U	.75
● Psychic Energy	ENG	C	.50
● Raichu	POK	R	10.00
● Raticate	POK	U	.75
● Rattata	POK	C	.25
● Revive	TRA	U	.75
● Sandshrew	POK	C	.25
● Scoop Up	TRA	R	2.00
● Seal	POK	U	.75
● Squirtle	POK	C	.25
● Starmie	POK	C	.25
● Staryu	POK	C	.25
● Super Energy Removal	TRA	R	4.00
● Super Potion	TRA	U	.75
● Switch	TRA	C	.25
● Tangela	POK	C	.25
● Venusaur	POK	R	10.00
● Voltorb	POK	C	.25
● Vulpix	POK	C	.25
● Wartortle	POK	U	.75
● Water Energy	ENG	C	.50
● Weedle	POK	C	.25
● Zapdos	POK	R	8.00

● Croisis	INT	R	6.00
● Crystalline Entity	DIL	R	4.50
● Cultural Observation	MIS	R	3.00
● Cytherians	DIL	R	3.00
● Data	PER	R	22.00
● Deanna Troi	PER	R	11.00
● Devil, The	INT	R	4.00

● Investigate "Shattered Space"	PER	R	4.00
● Investigate Sighting	MIS	R	2.00
● Investigate Time Continuum	MIS	R	2.00
● Jaglon Shrek-Info Broker	INT	R	3.00
● Jean-Luc Picard	PER	R	28.00

● Shelby	PER	R	4.00
● Sir Isaac Newton	PER	R	4.00
● Study "Hole in Space"	MIS	R	2.00
● Study Lonka Pulsar	MIS	R	2.00
● Study Nebula	PER	R	2.00
● Supernova	EVE	R	5.00
● Survey Mission	MIS	R	2.00
● Tam Elbrus	PER	R	5.00
● Tasha Yar	PER	R	10.00
● Temporal Causality Loop	DIL	R	4.00
● Thomas Riker	PER	R	11.00
● Thought Maker	ART	R	7.00
● Time Travel Pod	ART	R	6.00
● Tomalak	PER	R	3.50
● Toreth	PER	R	5.00
● Tox Utath	ART	R	7.00
● Tsiolkovsky Infection	DIL	R	3.00
● U.S.S. Britannia	STA	R	6.00
● U.S.S. Enterprise	STA	R	26.00
● U.S.S. Hood	STA	R	6.00
● U.S.S. Phoenix	STA	R	6.00
● U.S.S. Yamato	STA	R	7.00
● Varon-T Disruption	ART	R	6.00
● Vash	PER	R	4.00
● Vulcan Stone of Gol	ART	R	5.50
● Warp Core Breach	EVE	R	4.00
● Wesley Crusher	PER	R	10.50
● William T. Riker	PER	R	20.00
● Wind Dancer	DIL	R	3.00
● Worf	PER	R	20.00
● Wormhole Negotiations	MIS	R	2.00



DOUBLE TAKES

TO FLY OR NOT TO FLY

Sometimes a card's picture makes you wonder. For instance, why doesn't the Whippoorwill, a creature from *The Dark*, have flying when its picture clearly shows it with wings? Meanwhile, the Fallen Angel has flying even though she shows scars where she lost her wings. And the Black Lotus isn't even black. It's blue!



STAR TREK CUSTOMIZABLE CARD GAME: UNLIMITED

DECIPHER—1994

Full Set (363 cards) 250.00
Starter Deck (60 cards) 13.00
Starter Box (12 decks) 135.00
Booster Pack (15 cards) 6.00
Booster Box (36 packs) 175.00
Cards are black-bordered.
Single cards are worth 30% to 40% more than unlimited equivalents.

● Devoras	STA	R	5.00
● Dr. La Forge	PER	R	5.00
● Dr. Leah Brahms	PER	R	4.00
● Duras	PER	R	5.00
● Evaluate Terraforming	MIS	R	2.00
● Explore Black Cluster	MIS	R	2.00
● Explore Dyson Sphere	MIS	R	2.00
● Explore Typhon Expanse	MIS	R	2.00
● Extraction	MIS	R	2.00
● Geordi La Forge	PER	R	17.00
● Goddess of Empathy	EVE	R	5.00
● Gowron	PER	R	8.00
● Haakona	STA	R	5.00
● Honor Challenge	INT	R	4.00
● Hunt for DNA Program	MIS	R	2.00
● I.K.C. Bortas	STA	R	6.50
● I.K.C. Buruk	STA	R	5.00
● I.K.C. Hegh'ta	STA	R	5.00
● I.K.C. Pagh	STA	R	5.50
● I.K.C. Vorat	STA	R	6.50
● Ilia	ICONIA	INVESTIGATION	MIS
● Interphase Generator	ART	R	6.00
● Investigate Alien Probe	MIS	R	2.00
● Investigate Disappearance	MIS	R	2.00
● Investigate Disturbance	MIS	R	2.00
● Investigate Massacre	MIS	R	2.00
● Investigate Raid	MIS	R	2.00
● Investigate Rogue Comet	MIS	R	2.00
● Kahless	PER	R	4.00
● K'ehleyr	PER	R	4.00
● Kevin Uxbridge	INT	U	1.00
● Khazara	STA	R	5.00
● Kithomer Research	MIS	R	2.00
● Kivas Fajo-Collector	EVE	R	0.75
● Klingon Death Yell	INT	R	4.00
● Ktarian Game	DIL	R	3.00
● Kurak Naikos	ART	R	5.00
● Kurn	PER	R	5.00
● Kuril Naikos	ART	R	5.00
● Kurn	PER	R	5.00
● Lekir Naikos	ART	R	5.00
● Lorna	PER	R	5.00
● Lwaxanna Troi	PER	R	7.00
● Medical Relief	MIS	R	2.00
● Mendak	PER	R	3.50
● Morgan Bateson	PER	R	3.00
● Nagilum	DIL	R	4.00
● Neela Daren	PER	R	4.00
● New Contact	MIS	R	2.00
● Pegasus Search	MIS	R	2.00
● Pi	STA	R	4.00
● Q	DIL	R	9.00
● Reginald Barclay	PER	R	5.00
● Richard Galen	PER	R	4.00
● Ro Laren	PER	R	5.50
● Roga Danar	PER	R	5.50
● Sarek	PER	R	5.00
● Sarjenko	DIL	R	2.50
● Sarthong Plunder	MIS	R	2.00
● Satek	PER	R	4.00
● Seek Life-form	MIS	R	3.00
● Sela	PER	R	5.00

● Arbiter of Succession	INT	R	5.00
● Sir Isaac Newton	PER	R	4.00
● Study "Hole in Space"	MIS	R	2.00
● Study Lonka Pulsar	MIS	R	2.00
● Study Nebula	MIS	R	2.00
● Supernova	EVE	R	5.00
● Survey Mission	MIS	R	2.00
● Tam Elbrus	PER	R	5.00
● Tasha Yar	PER	R	10.00
● Temporal Causality Loop	DIL	R	4.00
● Thomas Riker	PER	R	11.00
● Thought Maker	ART	R	7.00
● Time Travel Pod	ART	R	6.00
● Tomalak	PER	R	3.50
● Toreth	PER	R	5.00
● Tox Utath	ART	R	7.00
● Tsiolkovsky Infection	DIL	R	3.00
● U.S.S. Britannia	STA	R	6.00
● U.S.S. Enterprise	STA	R	26.00
● U.S.S. Hood	STA	R	6.00
● U.S.S. Phoenix	STA	R	6.00
● U.S.S. Yamato	STA	R	7.00
● Varon-T Disruption	ART	R	6.00
● Vash	PER	R	4.00
● Vulcan Stone of Gol	ART	R	5.50
● Warp Core Breach	EVE	R	4.00
● Wesley Crusher	PER	R	10.50
● William T. Riker	PER	R	20.00
● Wind Dancer	DIL	R	3.00
● Worf	PER	R	20.00
● Wormhole Negotiations	MIS	R	2.00

STAR TREK DATA			
C=COMMON	U=UNCOMMON	R=RARE	
● Bajor	○ Borg	● Card.	● Feder.
● Kling.	● Non-A.	● Other	● Romul.
ART Artifact	EQUipment	INTERRUPT	OBJ Objective
DIL Dilemma	EVE Event	LOC Location	OUTPut
DOR Downway	HOU Headquarters	MIS Mission	PER Personnel
SIT Site	STA Starship	STT Station	

PRICE DATA

WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

MAY 1999	107

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Price Guide

● Blade of Tken	ART R	7.50
● Canar	ART R	5.50
● Data's Body	PER R	3.00
● Galen	PER R	8.00
● IKC Mab-R'a	STA R	5.00
● Juliana Tainer	PER R	5.50
● Katherine Pulaski	PER R	6.00
● Klingon Civil War	EV R	5.00
● Lal	PER R	6.00
● Madam Guinan	PER R	9.00
● Manheim's Dimensional Door	DOR R	5.00
● Mona Lisa	ART R	5.00
● Mortal Q	PER R	6.00
● Mr. Horn	PER R	5.50
● Nick Lecomte	PER R	5.00
● Sheliak, The	DIL R	5.00
● Terix	STA R	5.00
● USS Stargazer	STA R	8.00
● Yuta	DIL R	5.50

FIRST CONTACT EXPANSION

DECIPHER-1997

Full Set (130 cards)	150.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	65.00
Commons	.15
Uncommons	.75

THE FAJO COLLECTION DECIPHER-1998

Full Set (18 cards)

125.00

● Black Hole	DOR R	10.00
● Dixon Hill's Business Card	INT/EVR	8.00
● DNA Metamorphosis	DIL R	7.50
● Dr. Soong	PER R	12.50
● Guinan	PER R	15.00
● I.K.C. Chang	STA R	8.00
● Kivas Fajo	PER R	10.00
● Locutus of Borg	PER R	28.00
● Lore	PER R	20.00
● Miles O'Brien	PER R	10.00
● 1962 Maris Baseball Card	ART R	8.00
● Persistence of Memory	ART R	8.00
● Picard's Artificial Heart	ART R	8.00
● Qapla!	INT R	7.00
● Sisters of Duran	PER R	12.00
● Spot	PER R	8.50
● Tali'era	PER R	7.50
● U.S.S. Pasteur	STA R	10.00

DEEP SPACE NINE EXPANSION

DECIPHER-1998

Full Set (276 cards, not including "Defiant")	180.00
Booster Pack (9 cards)	2.50
Booster Box (36 packs)	60.00
Starter Deck (60 cards)	9.75
Starter Box	90.00
Commons	.15
Uncommons	1.00

DEEP SPACE NINE EXPANSION

DECIPHER-1998

Full Set (276 cards, not including "Defiant")

● Abandon Mission	EVE R	3.00
● Admiral Hayes	PER R	4.00
● Alas, Poor Queen	INT R	3.50
● Alyssa Ogawa	PER R	4.00
● Android Headlock	INT R	3.50
● Antique Machine Gun	ART R	4.00
● Assimilate Homeworld	OBJ R	4.00
● Assimilate This!	INT R	3.00
● Beverly Crusher	PER R	0.50
● Borg Kiss	INT R	4.00
● Borg Neuroprocessor	INT R	3.50
● Borg Queen	PER R	13.00
● Build Interplexing Beacon	OBJ R	3.50
● Data	PER R	12.00
● Deanna Troi	PER R	8.50
● Espionage Mission	MIS R	3.50
● Geordi La Forge	PER R	10.00
● Jean-Luc Picard	PER R	15.00
● Lily Sloane	PER R	4.00
● Magic Carpet Ride OCD	ART R	4.50
● Montana Missile Complex	LOC R	4.50
● My First Raygun	DIL R	4.00
● Ocular Implant	EVE R	3.50
● Ooby Dooby	DIL R	3.50
● Paul Porter	PER R	4.00
● Phoenix	STA R	5.00
● Primitive Culture	DIL R	3.50
● Queen's Borg Cube	STA R	8.00
● Queen's Borg Sphere	STA R	8.00
● Regenerate	EVE R	4.00
● Reginald Barclay	PER R	5.00
● Retask...	EVE R	4.00
● Salvage Starship	OBJ R	3.50
● Scout Encounter	DIL R	4.50
● Shipwreck	INT R	4.00
● Solkar	PER R	4.00
● Stop First Contact	OBJ R	4.00
● Strict Dress Code	DIL R	4.00
● Temporal Wake	INT R	4.00
● Theta-Radiation Poisoning	DIL R	4.00
● Three-Dimensional Thinking	INT R	4.00
● USS Enterprise-E	STA R	17.00
● Undetected Beam-In	DIL R	4.00
● Visit Cochran Memorial	OBJ R	4.00
● Wall of Ships	EVE R	4.00
● Weak Spot	INT R	4.00
● William T. Riker	PER R	12.00
● Worf	PER R	10.00
● Zefram Cochrane	PER R	7.00
● Zefram Cochrane's Telescope	ART R	3.75

● I.K.C. Toh'Koht	STA R	5.50
● Investigate Rumors	MIS R	3.50
● Jadzia Dax	PER R	16.00
● Jake and Nog	PER R	8.50
● Jaro Essa	PER R	4.50
● Julian Bashir	PER R	15.00
● Kai Opaka	PER R	7.50
● Karina	PER R	6.00
● Kira Nerys	PER R	13.00
● Korina	PER R	4.50
● Kovat	PER R	4.50
● Lenaris Hollem	PER R	4.50
● Li Nalas	PER R	4.50
● Makbar	PER R	5.00
● Martus Mazur	PER R	4.50
● Mara Pal	PER R	5.00
● Morla	PER R	4.50
● Mysterious Orb	ART R	5.50
● Soloth	PER R	4.50
● Shakaar Edon	PER R	6.00
● Sorus	PER R	4.50
● Surmak Ren	PER R	4.50
● Symbiant Diagnosis	MIS R	3.50
● System 5 Disruptors	EVE R	5.00
● Tabitha Los	PER R	4.50
● Tekeny Ghemor	PER R	4.50
● The Three Vipers	DIL R	3.50
● The Walls Have Ears	INT R	3.50
● Tora Ziyal	PER R	5.00
● Toran	PER R	4.50
● Trauma	DIL R	3.50
● Trelle	PER R	4.50
● U.S.S. Defiant	STA UR	80.00
● U.S.S. Yangtze Kiang	STA R	8.00
● Valikis	PER R	5.00
● Vedek Winn	PER R	6.50



DOUBLE TAKES

WALK LIKE A LAND

Landwalk hasn't appeared much in recent expansions, but there were some funky versions of it in the early days. *Arabian Nights*' Desert Nomads had desertwalk, while *Legends*' Livonya Silone had legendary land-walk. *Ice Age*'s Illusionary Presence was the most versatile, though; each turn, it could gain landwalk for any type of land, including "Island Of Wak-Wak-walk."

● Natima Lung	PER R	4.50
● Neela	PER R	4.50
● No Loose Ends	DIL R	3.50
● Odo	PER R	15.00
● Orb Fragment	ART R	4.50
● Pallra	PER R	4.50
● Plain, Simple Gakar	PER R	8.00
● Plans of the Obsidian Order	OBJ R	3.50
● Plans of the Tal Shiar	OBJ R	3.50
● Prakesh	SIT R	6.00
● Protouniverse	INT R	3.50
● "Pup"	DIL R	3.50
● Razka Kam	PER R	4.50
● Recruit Mercenaries	EVE R	4.00
● Rescue Personnel	OBJ R	3.00
● Retraya	PER R	4.50
● Ruwan	PER R	4.50
● Sakonna	PER R	4.50
● Salath'a Clock	ART R	4.50
● General Krim	PER R	4.50
● Secret Compartment	DOR R	3.50
● Seismic Quake	DIL R	3.50
● 10 and 01	PER R	5.50
● Admiral Leyton	PER R	5.00
● Yeto	PER R	4.50
● Zef'No	PER R	6.00

THE DOMINIAN EXPANSION

DECIPHER-1999

Full Set (130 cards, not counting promos)

130.00

Booster Pack (9 cards)

2.50

Booster Box (30 packs)

.75.00

Commons

.25.00

Prarity denotes promo.

10 and 01

Admiral Leyton

PER R

5.50

Admiral Leyton

PER R

5.00

Admiral Rikor

PER R

45.00

Amatigan

PER R

5.00

Anyra

PER U

.75

Arak'Taral

PER U

.75

● Archamis Dispute	MIS U	.75
● Atul	PER U	.75
● Berserk Changeling	DIL U	.75
● Betazed Invasion	MIS U	.75
● Biowarfare Ruse	STA R	3.50

● Borath

PER R

5.00

Captain Kirk

PER R

75.00

Ch'Pok

PER R

5.00

Chula: Pick One to Save Two

DIL U

.75

Chula: The Chandra

DIL R

3.00

Crew Realignment

EVE U

.75

Croden's Key

ART R

3.00

D'deridex Advanced

STA R

5.00

Damar

PER R

8.00

Dara

PER U

.75

Dejar

PER U

.75

Empok Nor

FAC R

7.50

Engage Cloak

OBJ U

.75

Establish Dominion Foothold

OBJ U

.75

Fair Play

EVE U

.75

Flight of the Intruder

INT U

.75

Founder

PER U

.75

Founder Leader

PER R

8.00

Founder Secret

DIL R

3.50

Garak

PER R

6.00

Goran'Agar

PER R

6.00

I.K.C. Rotarran

STA R

5.00

Install Autonomic Systems

Parasite

OBJ U

.75

Intelligence Operation

MIS U

.75

Investigate Coup

MIS U

.75

Issue Secret Orders

OBJ R

3.00

Jarek-Imrya

PER R

5.00

Jem'Hadar Disruptor Rifle

EQU U

.75

Jem'Hadar Warship

STA U

.75

Kai Wion

PER R

5.00

Keegan

PER R

5.00

• Worf Son of Mogh	PER	Pr	60.00
• Yolgen	PER	R	5.00
• You Dirty Rat	INT	U	.75
• Zaya	PER	R	5.00



STAR WARS LIMITED EDITION

DECIPHER-1995

Full Set (324 cards)	350.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	120.00
Booster Pack (15 cards)	5.00
Booster Box (36 packs)	160.00
Commons	.10
Unlisted Uncommons	.50

Cards are black-bordered.

• A Disturbance in the Force	EFF	U	1.00
• Admiral Moti	IMP	R	5.00
○ Affect Mind	EFF	R	4.50
• Alderaan	LOC	R	4.00
○ Alderaan	LOC	U	1.00
• Alter	UIN	U	1.00
• Assault Rifle	WEA	R	3.00
○ A Tremor in the Force	EFF	U	1.00
• Bantha	VEH	U	.75
○ Beggar	EFF	R	5.00
○ Beru Stew	LIN	U	.75
○ Biggs Darklighter	CHR	R	4.50
• Black 2	STA	R	9.00
• Black 3	STA	U	1.00
• Blast Door Controls	EFF	U	.75
• Blaster Rack	EFF	U	1.00
• Blaster Scope	DEV	U	.75
• Boosted TIE Blaster Cannon	SWE	U	1.00
• Boring Conversation Anyway	UIN	R	4.50
○ BoShek	AL	U	1.00
○ C-3PO	DRO	R	18.00
• Caller	DEV	U	.75
○ Cambria Brawl	LIN	R	4.50
• Charming to the Last	LIN	R	3.00
• Chief Bast	IMP	U	1.00
• Circle is Now Complete	RIN	R	5.50
• Colonel Wulff Yularen	IMP	U	1.00
• Commander Praji	UIN	R	.75
○ Corallian Corvette	STA	U	1.00
○ Crash Site Memorial	EFF	U	.75
• Dantooine	UIN	U	1.00
• Dark Collaboration	LIN	R	5.00
• Dark Hours	EFF	U	.75
• Dark Jedi Lightsaber	WEA	U	1.00
• Dark Jedi Presence	LIN	R	6.50
• Darth Vader	IMP	R	50.00
• Dathba	AL	U	1.00
• Death Star: Lvl 4 Mil.Corr.	LOC	U	1.00
• Death Star Plans	UIN	R	5.00
• Death Star Sentry	EFF	R	1.00
• Death Star: Detention Block Ctrl.	LOC	U	.75
• Death Star: Trash Comp.	LOC	U	1.00
• Death Star: War Room	LOC	U	1.00
• Demolition	EFF	R	3.00
• Devastator	STA	R	15.00
• Dice Ibegon	AL	R	3.00
• Disarmed	EFF	R	5.00
• Disarmed	EFF	R	5.00
○ Djas Puir	CHA	R	3.00
○ Don't Get Cocky	LIN	R	5.00
• Dr. Evazan	CHA	R	3.00
• DS-61-2	CIN	U	1.00
• DS-61-3	CIN	R	9.00
• Dutch	REB	R	8.00
• EE-6	DRO	U	.75
• Ellis Helrot	UIN	U	.75
• Emergency Deployment	UIN	U	1.00
• Empire's Back, The	UIN	U	1.00
• Escape Pod	UIN	U	.75
• Evacuate?	UIN	U	.75
• Expand the Empire	EFF	R	4.50
• Eyes in the Dark	EFF	U	1.00
• Fear Will Keep Them In Line	EFF	R	4.50
• Feltemp Trevagg	AL	U	1.00
○ Figrin D'an	AL	U	.75
• 506-RA-7	DRO	R	4.50
• Force is Strong With this One	LIN	R	3.00
• Full Scale Alert	LIN	U	.75
• Full Throttle	LIN	R	3.00
• Garindan	AL	R	3.00
• General Dodonna	REB	U	1.00
• General Tagge	IMP	R	5.50
○ Gift of the Mentor	LIN	R	8.00
• Gold 1	STA	R	4.00
• Gold 5	STA	R	4.00
• Grand Moff Tarkin	IMP	R	20.00
• Grav Storm	LIN	U	.75
• Heavy Heavy Blaster Pilot	WEA	R	1.00
• Han Seeker	WEA	R	2.50
○ Han Solo	REB	R	35.00
○ Help Me Obi-Wan Kenobi	UIN	R	5.00
○ How Did We Get Into This	UIN	U	.75
○ Hydronics Station	DEV	U	.75
• I Find Your...Disturbing	EFF	R	6.00
• I Have You Now	LIN	R	3.50
• I've Lost Artoo!	EFF	U	.75
• Imperial Class Star Destroyer	STA	U	3.50
○ Into...Chute, Flyboy	LIN	R	3.00
• Ion Cannon	SWE	U	1.00
○ Jawa Pack	EFF	U	.75
○ Jawa Siesta	EFF	U	1.00
• Jedi Lightsaber	WEA	U	1.50
○ Jedi Presence	LIN	R	5.00
○ Jek Perkins	REB	U	1.00
• Juri Juice	UFE	R	2.50
• Kabe	AL	U	1.00
○ Kal-Fahn Chirrds	AL	R	6.00
○ Kessel	LOC	U	2.00
○ Kessel	LOC	U	2.00
• Kessel Run	UFE	R	4.00
• Kitik Keed'kak	AL	R	5.00
• K'tor Slug	EFF	R	4.50
• Krayt Dragon Howl	LIN	R	5.00
• Labria	AL	R	3.00
• Laser Projector	WEA	U	.75
• Lateral Damage	UFE	R	3.00
○ Leesub Sirin	AL	R	2.50
○ Leia Organa	REB	R	30.00
○ Leia's Sporting Blaster	WEA	U	1.00
• Lieutenant Tanbris	IMP	U	.75
• Light Repeating Blaster Rifle	WEA	R	5.00
• Lightsaber Proficiency	EFF	R	6.00
• Local Trouble	LIN	R	4.50
• Lone Pilot	LIN	R	2.50
• Lone Warrior	LIN	R	2.50
• Look Sir, Droids!	LIN	R	5.00
• LUKE! LUKE!	UFE	U	.75
• Luke Seeker	WEA	R	2.50
• Luke Skywalker	REB	R	35.00
• Luke's X-34 Landspeeder	VEH	U	1.00
• Mantellian Savry	EFF	R	3.00
• Millennium Falcon	STA	R	25.00
• Molator	EFF	R	5.00
• Moment of Triumph	LIN	R	2.50
• Move Along	UIN	R	4.50
• Myo	AL	R	3.00
• Never Yalnai	LIN	R	3.00
• Nightfall	EFF	U	1.00
• Noble Sacrifice	LIN	R	3.00
• Obi-Wan Kenobi	REB	R	35.00
• Obi-Wan's Cape	EFF	R	8.00
• Obi-Wan's Lightsaber	WEA	R	10.00
• Observation Holocam	DEV	U	.75
• On the Edge	LIN	R	3.00
• Organa's Car. Necklace	UFE	R	5.00
• Our Most Desperate Hour	EFF	R	5.00
• Out of Nowhere	UIN	U	.75
• Owen Lars	REB	U	.75
• Panic	UIN	U	1.00
• Physical Choke	LIN	R	5.00
• Ponda Baba	AL	U	.75
• Pops	REB	R	1.00
• Presence of the Force	EFF	R	6.00
• Prophetess	AL	U	.75
• Quad Laser Cannon	STA	U	1.00
• Reactor Terminal	EFF	U	.75
• Rebel Planners	EFF	R	3.00
• Red Leader	REB	R	8.00
• Red 1	STA	U	1.50
• Red 3	STA	R	3.00
• Restricted Deployment	EFF	U	.75
• Return of a Jedi	LIN	U	.75
• Revolution	EFF	R	6.00

○ Rycar Ryjerd	EFF	U	1.00
○ Sandcrawler	VEH	R	1.50
○ Sandcrawler	VEH	R	1.50
• Send a Detachment Down	YEF	R	5.00
• Sense	UIN	U	1.00
○ Sense	UIN	U	1.00
○ Skywalker	LIN	R	5.00
○ Solo Han	LIN	R	2.50
○ Spaceport Speeders	EFF	U	1.00
○ Special Modifications	EFF	U	1.00
• Sundown	EFF	U	1.00
• Tactical Re-Call	UFE	R	3.00
○ Tagge Seeker	WEA	R	2.50
○ Targeting Computer	DEV	U	1.00
○ Tarkin Seeker	WEA	R	3.00
○ Tatooine: Cantina	LOC	R	3.00
○ Tatooine: Cantina	LOC	R	3.00
○ Tatooine: Obi-Wan's Hut	LOC	R	6.50
○ Thank the Maker	LIN	R	3.00
○ This is All Your Fault	UIN	U	.75
○ Tonniika Sisters	AL	R	6.00
○ Trinti Duaba	UIN	U	1.00
○ Turbosolar Battery	STA	R	3.00
○ Tusken Breath Mask	UFE	R	1.00
○ 2X-3KPR	DRO	U	1.00

STAR WARS UNLIMITED EDITION

PARKER BROTHERS/
DECIPHER-1996

Full Set (330 cards) 210.00
Starter Dual Deck (60 cards) 8.75
Starter Box (12 decks) 85.00
Booster Box (36 packs) 85.00
Booster Pack (15 cards) 3.00
Single cards are white-bordered.
Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER-1996

Full Set (162 cards)	205.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	.10
Uncommons	.75

Attack Run 4.00

Cards are black-bordered.

Rare cards are worth 60% value of black-bordered equivalents.

• Greedo	AL	R	9.50
• Hem Dazon	AL	R	3.50
• Hunchback	AL	R	5.00
• Hypo	DEV	R	4.50
• I'm On the Leader	LIN	R	4.00
• Imperial Holotable	LOC	R	4.50
• IT-D	DRO	R	5.00
• Kiffex	LOC	R	5.00
• Leia Seeker	WEA	R	2.50
• Let the Wookie Win	LIN	R	4.00
• Luke's Cape	EFF	R	5.50
• Magnetic Suction Tube	DEV	R	2.50
• Magnetic Suction Tube	DEV	R	2.50
• Maneuver Check	EFF	R	2.50
• Motti Seeker	WEA	R	2.50
• R-02	DRO	R	15.00
• R-76	DRO	R	5.00
• Red 2	STA	R	7.00
• Red 5	STA	R	11.00
• Retreat the Bridge	LIN	R	4.50
• Sandcrwr: Droid Junieh	LOC	R	4.00
• Sandcrwr: Loading Bay	LOC	R	4.00
• Spice Mines of Kessel	LOC	R	4.50
• Superlaser	WEA	R	5.00
• SW-4 Ion Cannon	WEA	R	3.50
• Tantiv IV	STA	R	12.00
• Tatooine: Bluffs	LOC	R	4.50
• They're on Dantooine	UFE	R	4.00
• Trooper Davin Felth	IMP	R	3.50
• Tazevt	AL	R	3.00
• U-3PO	DRO	R	5.00
• Wedge Antilles	REB	R	14.50
• Wookie Roar	LIN	R	5.00
• You're All Clear Kid!	UIN	R	5.00

REVISIED A NEW HOPE EXPANSION

DECIPHER-1996

Full Set (162 cards)	190.00
Booster Pack (8 cards)	2.50
Booster Box (30 packs)	75.00
Commons	.10

Unlisted Uncommons .75

Cards are white-bordered.

Rare cards are worth 60% value of black-bordered equivalents.

HOH EXPANSION

DECIPHER-1996

Full Set (162 cards)	190.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	.10

Unlisted Uncommons .75

Cards are black-bordered.

Rare cards are worth 60% value of black-bordered equivalents.

• Admiral Ozzel	IMP	R	7.50
• Anakin's Lightsaber	WEA	R	12.00
• Artillary Remote	DEV	R	3.00
• Bacta Tank	EFF	R	3.00
• Blizzard 1	VEH	R	10.00
• Blizzard 2	VEH	R	6.50
• Blizzard Scout 1	VEH	R	9.00
• Captain Piett	IMP	R	3.50
• Collapsing Corridor	LIN	R	3.00
• Cntr. Luke Skywalker	REB	R	30.00
• Concussion Grenade	WEA	R	6.00
• Dack Ralter	REB	R	3.00
• Death Mark	UFE	R	4.00
• Debris Zone	UIN	R	3.00
• Disarming Creature	EFF	R	5.00
• Echo Base Operations	EFF	R	3.50
• Frozen Dinner	EFF	R	4.00
• Fury Fury	UIN	R	3.00
• General Carlist Rieekan	REB	R	3.50
• General Veers	IMP	R	11.00
• High Anxiety	EFF	R	4.00
• Hoth: Wampa Cave	LOC	R	3.50
• Image of the Dark Lord	EFF	R	3.00
• K-3PO	DRO	R	5.00
• Major Bren Derlin	REB	R	3.00
• Meteor Impact?	EFF	R	4.50
• Dark Water	EFF	R	3.00
• Death Star	LOC	R	14.00
• Death Star Tractor Beam	DEV	R	3.00
• Death Star: trench	LOC	R	4.00
• Dejakin Hologame Board	LOC	R	4.00
• Dianoga	CRE	R	3.00
• Double Agent	LIN	R	3.50
• Rogue 1	VEH	R	10.00
• Rogue 2	VEH	R	5.00
• Rogue 3	VEH	R	8.00

Besieged 3.00

Browcaster 4.00

Browne 7.50

Browne 7.50

Call 2187 4.50

Chewbacca 19.00

Clak'dor VII 3.

○ Ben Kenobi	REB R	30.00
● Boba Fett	AL R	22.00
● Boelo	AL R	4.00
● Bossk In Hound's Tooth	STA R	5.00
● Brangus Glee	AL R	4.00
● Bron Burs	AL R	4.00
● Camie	AL R	3.50
● Carbon Chamber Testing	OBJ R	7.00
● Cloud City Celebration	EFF R	3.00
● Cloud City Occupation	EFF R	3.00
● Cloud City: Downtown Plaza	LOC R	3.50
● Cloud City: Downtown Plaza	LOC R	3.50
● Colonel Feyn Gopic	REB R	4.00
○ Commander Wedge Antilles	REB R	8.00
○ Corellian Engineering Corporation	EFF R	3.00
● Corporal Grenwick	IMP R	4.00
● Coruscant	LOC R	3.00
● Coruscant	LOC R	3.00
● Coruscant Celebration	EFF R	3.00
● Coruscant: Imperial Square	LOC R	4.00
● Counter Surprise Assault	LIN R	3.00
○ Dantooine Base Operations	OBJ R	6.00
● Darth Vader, Dark Lord Of The Sith	IMP R	40.00
● Death Squadron: Star Destroyer	STA R	5.00
● Death Star	LOC R	6.00
● Death Star Assault Squadron	STA R	5.00
● Debnoli	AL R	4.00
● Destroyed Homestead	DEF R	3.00
○ Docking And Repair Facilities	EFF R	3.00
● Don't Tread On Me	U/SIN R	3.00
● Dreadnaught Imperial Starfleet	EFF R	4.50
● Dune Walker	VEH R	4.50
● Entrenchment	EFF R	3.00
● General McQuarrie	REB R	4.00
● Goo Nee Tay	EFF R	3.00
● Grondom Muse	REB R	3.00
● Harvest	LIN R	5.50
● Heroes Of Yavin	UIN R	4.00
● Hidden Base	OBJ R	6.00
● Hit And Run	LIN R	3.00
●霍纳比 Beacon	DEV R	3.00
● Hunt Down And Destroy The Jedi	OBJ R	6.00
● Hunting Party	UIN R	4.00
● Jawa, The Traitor Of Jawa Canyon	AL R	4.50
● IMA-998	DRO F	.25
● Imperial Occupation	OBJ R	6.00
● Imperial Atrocity	EFF R	3.00
● Imperial Propaganda	EFF R	4.00
● Incom Corporation	EFF R	3.00
● ISB Operations	OBJ R	6.00
● Jabba	AL R	20.00
● Jabba's Influence	EFF R	4.00
● Jabba's Space Cruiser	STA R	5.00
● Jho Yowza	AL R	4.00
● Kallik's Sandcrawler	VEH R	4.50
● Ketwol	AL R	4.00
● Koensayr Manufacturing	EFF R	3.00
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INQUEST GAMER Players Guide

MAGIC The Gathering®

CARD DESCRIPTION

CARD NAME: Now you know what to call the card

KIND: Summon Legend means she's extra special.

RATING: InQuest Gamer has rated every card, with five stars being the best and one-stars comprising the cream of the crap.

DESCRIPTION: Explains exactly what the card does

ARTIST: Card's illustrator



CASTING COST: Ms. Warrior costs two green and one generic mana to summon.

RARITY: Mirri is a rare from the Exodus expansion.

TYPE: Only for creatures

NAME	KIND	CR	RATING	COST	SETS FOUND
------	------	----	--------	------	------------

Echo Chamber ART R ** ● TM
 Opponent chooses a creature. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Pay as a sorcery.

Elkin Battle ART R *** ● IA,5th
 Place the top card of your library face up in front of you. You may play that card as though it were in your hand if you do not play it by your next upkeep. Remove it from the game.

Embossed Tome ART R *** ● TM
 Your green spells cost less to play.

Endoskeleton ART U *** ● UZ
 You may choose not to tap Endoskeleton. Target creature gets +0/+3 as long as Endoskeleton remains tapped.

Energizer ART R ** ● TM
 Put a +1/+1 counter on Energizer. 2/2.

Ensorning Bridge ART R *** ● SH
 Creatures with power greater than the number of cards in your hand cannot attack.

Erratic Portal ART R *** ● EX
 Return target creature to its owner's hand unless its owner pays.

Essence Bottles ART U *** ● TM
 Put an elixir counter on Essence Bottles. Remove all elixir counters from Bottles. Gain 2 life for each elixir counter removed in this way.

Excavator ART U *** ● TM
 Sacrifice a basic land: Target creature gains that lifelink until end of turn.

Felid's Cave ART C **** ● AC, CH,5th
 Remove Cave from game: Shuffle your graveyard into your library.

Fellow Stone ART U *** ● DK,4th,5th
 Produce 1 mana of any color that opponent's lands may produce.

Feroz's Ban ART R *** ● HL,5th
 Summon spells cost an additional to cast.

Flowstone Sculpture AC R *** ● TM
 Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanence, or put a +1/+1 counter on Flowstone Sculpture. 4/4.

Fluctuator ART R *** ● UZ
 Cycling costs you up to less to play. Banish!

Flying Carpet ART R *** ● AN R 4th,5th
 Give target creature flying until end of turn. If target is destroyed before end of turn so is Flying Carpet.

Fool's Tome ART R *** ● TM
 Draw a card. Use this ability only if you have no cards in your hand.

Fountain of Youth ART C **** ● DK, CH,5th
 Gain 1 life.

Gauntlets of Chaos ART R *** ● LG, CH,5th
 Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.

Glasses of Urza ART U *** ● LUR,4th,5th
 Look at opponent's hand: No, his cards!

Grafted Skullcap ART R *** ● UZ
 During your draw phase, draw an additional card. At the end of each of your turns discard your hand.

Grapeshot Catapult AC G *** ● AQ,4th,5th
 Do 1 damage to a target flying creature. 2/3.

Grim Monolith ART R *** ● LL
 Grim Monolith does not untap during its main phase. And three coconuts mana to your mana pool. Untap Grim Monolith.

Grindstone ART R *** ● TM
 Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

Heartstone ART U *** ● SH
 The cost of each creature ability requiring an activation cost is reduced by. This cannot reduce an ability's generic mana cost to less than.

Heim of Chatzuk ART R ** ● LUR,4th,5th
 Gain 1 life per target creature hand until end of turn.

Helm of Possession ART R *** ● TM
 You may choose not to untap Helm. Sacrifice a creature: Gain control of target creature as long as you control it and it remains tapped.

Hive, The ART R ** ● LUR,4th,5th
 Create a Giant Wasp token a 1/1 flying artifact creature.

Hopping Automaton AC L ** ● UZ
 Automaton gets -1/-1 and flying until end of turn. 2/2.

Horn of Greed ART R *** ● SH
 Whenever any player plays a land, that player draws a card.

Hornet Cannon ART U *** ● SH
 Put a token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Howling Mine ART R *** ● LUR,4th,5th
 During each player's draw phase, that player draws an additional card.

Infinite Hourglass ART R ** ● IA,5th
 Put a time counter on Infinite Hourglass during your upkeep. Any player may pay during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Iron Maiden ART R ** ● JI
 During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in her or her hand.

Iron Star ART U ** ● LUR,4th,5th
 Gain 1 life for any red spell cast. Can only give 1 life per spell.

Ivory Cup ART U ** ● LUR,4th,5th
 Gain 1 life for any white spell cast. Can only give 1 life per spell.

Jade Monolith ART R ** ● LUR,4th,5th
 Reflect all damage from any creature to yourself.

Jalum Tome ART R *** ● AQ, CH,5th
 Draw a card and then discard a card of your choice.

Jandor's Saddlebags ART R *** ● AN, R,4th,5th
 Untap target creature.

NAME **KIND** **CR** **RATING** **COST** **SETS FOUND**

ARTIFACTS

NAME	KIND	CR	RATING	COST	SETS FOUND
Aladdin's Ring	ART	U	**	●	AN, R,4th,5th
● Do 4 damage to any target.					
Altar of Dementia	ART	R	**	●	TM
Sacrifice a creature. Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.					
Amulet of Kroog	ART	C	**	●	AQ,4th,5th
● Prevent 1 damage to any target.					
Angel's Trumpet	ART	U	***	●	U.
Attacking does not cause creatures to tap. At the end of each player's turn, tap all unattacked creatures he controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.					
Ankh of Mishra	ART	R	**	●	LUR,4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.					
Ashmed's Altar	ART	C	**	●	AQ, CH,5th
● Sacrifice one of your creatures in play: Add 1 to your mana pool.					
Ashmed's Transmigrant	ART	C	***	●	AQ, CH,5th
● Sacrifice: Turn non-artifact creature into an artifact creature with -1/+1.					
Barbed Scepter	ART	C	***	●	IA,5th
● Sacrifice: Add one mana of any color to your mana pool. Cantrip.					
Barr's Cage	ART	R	***	●	DK,5th
● Target creature does not untap during its controller's next untap phase.					
Barrin's Codex	ART	R	***	●	UZ
During your upkeep, you may put a counter on Codex. ● Sacrifice Codex: Draw X cards, where X is the number of counters on Codex.					
Battering Ram	ART	C	***	●	AQ,4th,5th
Barriers when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1. Of course, no one plays with walls, right?					
Beast of Burden	ART	R	**	●	UL
Beast of Burden has power and toughness each equal to the total number of creatures in play. 1/1.					
Booby Trap	ART	R	***	●	TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, Trap deals 1 damage and it deals 10 damage to that player.					
Bottle Gnomes	ART	U	****	●	TM
Sacrifice Bottle Gnomes: Gain 3 life. 1/3.					
Bottle of Soleiman	ART	R	***	●	AN, R,4th,5th
● Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.					
Bulwark	ART	U	***	●	SH
● Do 1 damage to target creature. That creature attacks this turn if able.					
Cardthorion	ART	C	**	●	UZ
When Cardthorion is put into a graveyard from play, add three colorless mana to your mana pool. 3/3.					
Chimeric Staff	ART	R	***	●	UZ
● Staff is an artifact creature with power and toughness each equal to X, until end of turn.					
Cibonal Flute	ART	R	***	●	UZ
● Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand.					
Claws of Gix	ART	U	***	●	UZ
● Sacrifice a permanent: Gain 1 life.					

MAGIC FACT Fylgia and Prismatic Ward were the only ice Age cards to be released with the old white mana symbol, having also been released as promo cards.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature

AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend

CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

NAME	KIND	CR	RATING	COST	SETS FOUND
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Jayyemae Tome ART R **** ● LUR 4th,5th
●, ● Draw a card.

Jester's Cap ART R **** ● IA,5th
●, ● Sacrifice to look through target player's library and remove any three cards from the game.

Jet Medallion ART R ** ● TM
Your back spells cost ● less to play.

Jinxed Idol ART R ** ● TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature Target opponent gains control of Jinxed Idol permanently.

Jinxed Ring ART R ** ● SH
Wherever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature Target opponent gains control of Ring permanently.

Jhulta's Toolbox ART U *** ● UL
●, ● Regenerate target artifact creature 1/1.

Joven's Tools ART R ** ● HT,5th
●, ● Target creature can only be blocked by walls until end of turn.

Karn, Silver Scales AC R *** ● UZ
Whenever Karn blocks or becomes blocked it gets 4/+4 until end of turn. ●, ● Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until one of turn 4/4.

Library of Long ART U *** ● LUR 4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.

Lifeline ART R *** ● UZ
Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.

Lotus Blossom ART R *** ● UZ
During your upkeep, you may put a petal counter on Lotus Blossom. ●, ● Sacrifice Blossom. Add X mana of one color to your mana pool, where X is the number of petal counters on Blossom.

Lotus Petal ART C *** ● TM
●, ● Sacrifice a lotus Petal. Add one mana of any color to your mana pool. Banned.

Magnetic Web ART R *** ● TM

If a creature with a magnet counter attacks all creatures that attack it, target controls attack 1/1 and all creatures with magnet counters that defender controls block that creature if able. ●, ● Put a magnet counter on target creature.

Mana Vault ART R *** ● LUR 4th,5th
●, ● Add 3 to your mana pool. ● Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Mana Vault is tapped at the end of your upkeep.

Mansukin AC C *** ● TM

●, ● Add one colorless mana to your mana pool 1/1.

Medicine Bag ART U *** ● EX

●, ● Choose and discard a card. Regenerate target creature

Meekstone ART R *** ● LUR 4th,5th
Creatures with power greater than 2 do not untap during untap phase.

Memory Crystal ART R *** ● EX

Any buyback costs are reduced by ●.

Memory Jar ART R *** ● UL

●, ● Sacrifice. Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Metallic Silver AC C *** ● TM

Metallic Silver counts as a silver 1/1.

Metrognome ART R *** ● UZ

When a spell or ability of one of your opponents controls causes you to discard Metrognome, put 1/1 artifact Gnome tokens into play. ●, ● Put a 1/1 artifact Gnome token into play.

Millstone ART U *** ● ADR,4th,5th
●, ● Take the top 2 cards from target player's library and place them in that player's graveyard.

Mindless Automaton AC R *** ● EX

Comes into play with two +1/+1 counters. Discard a card. Put a +1/+1 counter on Automaton. Remove 2 +1/+1 counters from Automaton. Draw a card. Q/D.

Misbra's Hell ART R *** ● UZ

●, ● Tap X lands.

Mobile Fort AC U *** ● UZ

Counts as a wall. ● Fort gets +3/-1 until end of turn and can attack this turn as though it were not a wall. Play only once each turn 0/6.

Mogg Cannon ART U *** ● TM

●, ● Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Max Diamond ART R *** ● SH

When Max Diamond comes into play, choose and discard a land card or sacrifice Max Diamond. ●, ● Add one mana of any color to your mana pool.

Navinra's Disk ART R *** ● LUR 4th,5th
●, ● Destroy all non-land permanents. Comes into play tapped.

Notic Scales ART R *** ● UZ

During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.

Null Brooch ART R *** ● EX

●, ● Discard your hand. Counter target noncreature spell.

Oblivisk of Undoing ART R *** ● AQ, CH,5th
●, ● Take one of your permanents in play back to your hand.

Ornithopter AC U *** ● ADR,4th,5th
●, ● Flying. D/P. Despite what Tom Shewick thinks, this card still sticks.

Patchwork Gnomes AC U *** ● TM

Choose and discard a card. Regenerate Patchwork Gnomes. 2/1.

Pearl Medallion ART R *** ● TM

Your white spa is cost ● less to play.

Pentagram of the Ages ART R *** ● IA,5th
●, ● Prevent all damage done to you from one source.

Phryxian Colossus AC R *** ● UZ

Does not untap during your untap phase. Pay 8 life. Untap Phryxian Colossus.

Cannot be exiled by fewer than three creatures 8/8.

Phryxian Grimoire ART R *** ● TM

●, ● Target opponent chooses one of the top two cards in your graveyard.

Remove that card from the game and put the other into your hand.

Phryxian Hulk AC U *** ● TM

5/4

Phryxian Processor ART R *** ● UZ

When Processor comes into play, pay any amount of life. ●, ● Put a Minion token into play. Treat this token as a black creature with power and toughness each equal to the original paid life total.

MAGIC SET ABBREVIATIONS

AI Alliances

DK The Dark

HL Homelands

AQ Antiquities

EX Exodus

IA Ice Age

AN Arabian Nights

FE Fallen Empires

L Limited

B Beta Limited

5th Fifth Edition

(Alpha & Beta)

CH Chronicles

4th Fourth Edition

LG Legends

MG Mirage

PR Promo

U Unlimited

SH Stronghold

R Revised

UZ Urza's Legacy

TM Tempest

SI Stronghold

VS Visions

WL Weatherlight

TM Tempest

WL Weatherlight

MAGIC

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Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Black Knight	SC	U	***	●●●	LUR, 4th, 5th
Protection from white, first strike, 2/2.					
Blight	EL	U	***	●●●	LG, 4th, 5th
If target land is tapped, destroy it at end of turn.					
Blood Pet	SC	C	●●●	●●●	TM
Sacrifice Blood Pet. Add ● to your mana pool. 1/1.					
Blood Vassal	SC	C	●●●	●●●	UZ
Sacrifice Vassal: Add ●● to your mana pool. 2/2.					
Bog Imp	SC	C	●●●	●●●	DK, 4th, 5th
Flying, 1/1. You won't find clever quips like this one in <i>Duelist or Scrye</i> .					
Bog Raiders	SC	C	●●●	●●●	UZ
Swampwalk, 2/2.					
Bog Rats	SC	C	●●●	●●●	DK, 4th, 5th
Cannot be blocked by walls. 1/1.					
Bog Wraith	SC	U	***	●●●	LUR, 4th, 5th
Swampwalk, 3/3. Quip is one of 11 four-letter Q-words. Quip is not one of them.					
Bone Shredder	SC	U	***	●●●	UZ
Flying, acro. When Shredder comes into play, destroy target nonartifact, nonblack creature. 1/1.					
Bottomless Pit	EN	U	***	●●●	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	***	●●●	TM
● Put a bounty counter on target nonblack creature. ● Destroy target creature with any bounty counters on it. 2/2.					
Breach	INS	C	●●●	●●●	UZ
Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.					
Breeding Pit	EN	U	***	●●●	FE, 5th
Put a 0/1 Thrill token in play at the end of each of your turns. Pay ●●● during upkeep or bury Breeding Pit.					
Brink of Madness	EN	R	***	●●●	UL
During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.					
Broken Visage	INS	R	***	●●●	HL, 5th
Bury target nonartifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.					
Brush with Death	SOR	C	●●●	●●●	SH
Buyback ●●●. Target opponent loses 2 life. You gain 2 life.					
Cackling Fiend	SC	C	●●●	●●●	UZ
When Fiend comes into play, each of your opponents discards a card. 2/1					
Cannibalize	SOR	C	●●●	●●●	SH
Chooses two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Camouflage	SC	C	●●●	●●●	EX
During your upkeep, pay 1 life or tap Camouflage. 2/2.					
Carrión Ants	SC	U	***	●●●	LG, 4th, 5th
● +1/+1 until and of turn. 0/1.					
Carrión Beetles	SC	C	●●●	●●●	UZ
●●●: Remove from the game up to three target cards in one graveyard. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Coffin Queen	SC	R	***	●●●	TM
You may leave Queen tapped. ●●● Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen 1/1.					
Commander Greven II-Ve Sl.	R	***	●●●	●●●	TM
When Commander Greven II-Ve comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5.					
Contamination	EN	R	**	●●●	UZ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ● instead of its normal type and amount.					
Corse Dance	INS	R	***	●●●	TM
Buyback ● Put two creatures from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupt	SOR	C	●●●	●●●	UZ
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
Corrupting Lied	SC	U	***	●●●	SH
●●●: Corrupting Lied loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lied onto target creature. You may pay ● to end this effect. 2/2.					
Crazed Skirge	SC	U	***	●●●	UZ
Flying. Unaffected by summoning sickness. 2/2.					
Crovak the Cursed	SL	R	***	●●●	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovak, or remove a +1/+1 counter from Crovak. ● Crovak gains flying at end of turn. 0/0.					
Curdling Weak	MS	C	●●●	●●●	EX
Sacrifice a creature. Add ●●●●● to your mana pool.					
Cursed Flesh	EC	C	●●●	●●●	EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	***	●●●	LUR, 4th, 5th
Do 1 damage to controller of target land during upkeep.					
Dark Banishing	INS	C	***	●●●	IA, MG, TM
Bury target non-black creature.					
Dark Hatching	SC	R	***	●●●	UZ
Flying. When Hatching comes into play, bury target nonblack creature. 3/3.					
Dark Ritual	MS	C	●●●	●●●	LUR, 4th, 5th, TM
Add ●●●●● to your mana pool.					
Darkest Hour	EN	R	***	●●●	UZ
All creatures are black.					
Darkling Stalker	SC	C	●●●	●●●	TM
●●●: Regenerate Stalker. ● Stalker gets +1/+1 until end of turn. 1/1.					
Dauthi Cutthroat	SC	U	***	●●●	EX
Shadow ●●●: Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	***	●●●	TM
●●●: Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	***	●●●	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	●●●	●●●	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	●●●	●●●	EX
Shadow ●●●: Sacrifice Jackal: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	●●●	●●●	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	***	●●●	TM
Shadow. ●●●: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Minotaur	SOR	U	***	●●●	TM
Shadow. Dauthi Minotaur. Defending player chooses and discards three cards. Use only when Minotaur is attacking and unblocked. 2/1					

KILLER COMBOS



During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Hand. Search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterwards.



You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.

REBIRTH VS. REVENGE We don't think it's too much to ask for your opponent to put three creatures into play so he can be stomped by Defense of the Heart, but he won't always agree. No matter—with Reins of Power you can let him borrow three of your creatures, and load up on Multani's and Polar Krakens to your little old Heart's delight.

Carriónette	SC	R	**	●●●	TM
●●●: Remove Carriónette and target creature from the game. That creature's controller may pay ● to counter this ability. Use this ability only if Carriónette is in your graveyard. 1/1.					
Cat Burglar	SC	C	***	●●●	EX
●●●: Target player discards a card. Play this ability as a sorcery. 2/2.					
Cloak of Confusion	EC	C	**	●●●	IA, 5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Cloak Silver	SC	C	***	●●●	TM
Each Silver gains *●: Regenerate this creature. 1/1.					
Coercion	SOR	C	***	●●●	VS, TM
I look at target opponent's hand and make him discard a card of your choice.					

Dauthi Slayer	SC	C	**	●●●	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	***	●●●	SH
●●●: Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	***	●●●	EX
Shadow. Has power equal to the number of creatures with shadow in play. *1/1.					
Death Pits of Rath	EN	R	***	●●●	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	***	●●●	SH
Destroy target tapped creature.					
Death's Due	SOR	C	**	●●●	EX
Return two target creature cards from your graveyard to your hand.					
Deathgrip	EN	U	***	●●●	LUR, 4th, 5th
●●●: Counter a green spell.					

MAGIC FACT Rebirth is the only green ante card, while Tempest Efreet is the only red ante card. Blue and white have none.

MAGIC DATA

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC
Artifact Creature	EC	Enchant Creature	EL	Enchant Land	LL	Legendary Land	SL
Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR

NAME	KIND	CR	RATING	COST	SETS FOUND	NAME	KIND	CR	RATING	COST	SETS FOUND	NAME	KIND	CR	RATING	COST	SETS FOUND
Imp's Taunt	INS	U	•••		TM	Order of Yawngmoth	SC	U	•••	•••	UZ	Raise Dead	SOR	C	•••	•	L,U,R,4th,5th
Buyback	••	Target creature attacks this turn if able.				Order cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player chooses and discards a card. 2/2.						Bring a creature from your graveyard into play.					
Initiates of the Ebon Hand	SC	•••	•		FE,5th	Ostraciza	SOR	C	•••	•	UL	Rank and File	SC	U	•••	•••	UL
•• Add •• to your mana pool. Bury Initiates if more than •• is spent this way in one turn. 1/1.						Look at target opponent's hand and choose a creature card there. That player discards that card.						When Rank comes into play, all green creatures get +1/1 until end of turn. 3/3.					
Keeper of the Dead	SC	U	•••	••	EX	Paralyze	EC	C	•••	•	UZ	Rats of Rath	SC	C	•••	•	TM
•• Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours. 1/2.						Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend •• to untap during upkeep.						•• Destroy target artifact, creature, or land you control. 2/1.					
Kezzerix	SC	R	•••	••••	TM	Parasite Bond	EC	U	•••	•••	UZ	Ravenous Skirge	SC	C	•••	•••	UZ
First strike. During your upkeep, if your opponents control no creatures, Kezzerix deals 4 damage to you. 4/4.						During upkeep of enchanted creature's controller, Bond deals 2 damage to that player.						Flying. Whenever Skirge attacks, it gets +2/+0 until end of turn. 1/1.					
Kjeldoran Dead	SC	C	•••	•	IA,5th	Perish	SOR	U	•••	•••	TM	Reanimate	SOR	U	•••	•	TM
You must sacrifice a creature when Dead comes into play. ••: Regenerate. 3/1.						Destroy all green creatures. Those creatures cannot be regenerated this turn.						Put target creature card from any graveyard into play under your control. Lose it equal to that creature's total casting cost.					
Knight of Dusk	SC	U	•••	•••	TM	Paralyze	EC	C	•••	•	UZ	Reckless Spike	INS	U	•••	•••	TM
••• Destroy target creature blocking Knight of Dusk. 2/2.						Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend •• to untap during upkeep.						Destroy two nonblack creatures. Loss 5 life.					
Knights of Stronghold	SC	U	•••	•	IA,5th	Parasite Bond	EC	U	•••	•••	UZ	Reclusive Wight	SC	U	•••	•••	UZ
Protection from white. •••: +1/+0. ••: First strike. 2/1.						During upkeep of enchanted creature's controller, Bond deals 2 damage to that player.						During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4.					
Krovikan Fetish	EC	C	•••	••	IA,5th	Perish	SOR	U	•••	•••	TM	Recurring Nightmare	EN	R	•••	•••	EX
Target creature gets +1/+1. Canttrip.						Destroy all green creatures. Those creatures cannot be regenerated this turn.						Sacrifice a creature. Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery. Banned!					
Lab Rats	SOR	C	•••	•	SH	Reprocess	SOR	R	••••	••••	UZ	Revenant	SC	R	•••	•••	SH
Buyback •• Put a 1/1 black rat token into play.						Sacrifice any number of artifacts, creatures, and/or lands and draw a card for each one sacrificed this way.						Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. 7/7					
Leeching Liciid	SC	U	•••	••	TM	Raise Dead	SOR	C	•••	•	UZ	Sadistic Glee	EC	C	•••	•	TM
••• Liciid uses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Liciid deals 1 damage to that player instead of a creature. You may •• to end this effect. 2/2.						Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.						Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.					
Leshrac's Rite	SC	R	•••	•	IA,5th	Ravenous Skirge	SC	C	•••	•••	UZ	Sanguine Guard	SC	U	•••	•••	UZ
Enchanted creature gains swampwalk.						First strike. ••: Regenerate. 2/2.						First strike. ••: Regenerate. 2/2.					
Living Death	SOR	R	•••	•••	TM	Sarcophagy	EN	R	•••	•	UZ	Sarcophagy	SC	U	•••	•••	UZ
Set aside all creature cards in a graveyard. Then, put each creature card set aside into play.						Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcophagy deals 1 damage to you.						Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcophagy deals 1 damage to you.					
Looming Shade	SC	C	•••	•••	UZ	Scare Tactics	INS	C	•••	•	EX	Sarcophagy	SC	C	•••	•••	UZ
••• Shade gets +1/+1 until end of turn. 1/1.						At creatures you control get +1/+0 until end of turn.						At creatures you control get +1/+0 until end of turn.					
Lord of the Pit	SC	R	••••	••••	LUR,5th	Scat Zombies	SC	C	•••	•	UZ	Screaching Harry	SC	U	•••	•••	TM
Flying. Trample. During your upkeep, sacrifice a creature other than Lord of the Pit or lord of the Pit does 7 damage to you. 7/7.						2/2. ••••						Flying. ••• Regenerate Screching Harry. 2/2.					
Lost Soul	SC	C	•••	•••	LG,4th,5th	Screching Harry	SC	U	•••	•••	UZ	Sorcerer Autocrat	SC	R	•••	•••	HL,5th
Swampwalk. 2/1.						••••						When Autocrat comes into play, put three 0/1 black creatures into play. 2/2.					
Lurking Evil	EN	R	•••	•••	UZ	Servant Warrior	SC	C	•••	•	SH	Servant of Volrath	SC	C	•••	•	TM
Pay half your life: Evil becomes a 4/4 creature with flying that counts as a Horror.						••••						If Servant of Volrath leaves play, sacrifice a creature. 3/3.					
Lurking Skirge	EN	R	•••	•••	UL	Sick and Tired	INS	C	•••	•••	UL	Sick and Tired	INS	C	•••	•••	UL
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an Imp.						Two target creatures each get +1/-1 until end of turn.						Two target creatures each get +1/-1 until end of turn.					
Maddening Imp	SC	R	•••	••	TM	Sicken	EC	C	•••	•	UZ	Sicken	EC	C	•••	•	UZ
Flying. •• All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.						Enchanted creature gets -1/+1. Cyclic ••.						Enchanted creature gets -1/+1. Cyclic ••.					
Mana Leech	SC	U	•••	•••	UZ	Skeleton Scavengers	SC	R	•••	•••	SH	Skeleton Scavengers	SC	U	•••	•••	SH
You may choose not to untap Leech. •• Tap target land. As long as Leech remains tapped, that land does not untap during its controller's untap phase. 1/1.						Skelaen Scavengers comes into play with one +1/+1 counter on it. Pay •• for each +1/+1 counter on Skeleton Scavengers. Regenerate Skeleton Scavengers and put a +1/+1 counter on D/0.						Flying. Choose and discard a card: Add •• to your mana pool. 3/2.					
Marsh Lurker	SC	C	•••	•••	TM	Skirge Familiar	SC	U	•••	•••	UZ	Skirge Familiar	SC	C	•••	•••	UZ
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.						••••						Flying. Choose and discard a card: Add •• to your mana pool. 3/2.					
Megrim	EN	R	•••	••	TM	Skittering Skirge	SC	C	•••	•	UZ	Skittering Skirge	SC	C	•••	•••	UZ
Whenever any opponent discards a card, Megrim deals 2 damage to him.						••••						Flying. When you successfully cast a creature spell, sacrifice Skirge. 3/2.					
Mind Maggots	SC	U	•••	•••	EX	Skyshrond Vampire	SC	U	•••	•	TM	Skyshrond Vampire	SC	U	•••	•••	TM
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put +1/+1 counter on Maggots. 2/2.						••••						Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.					
Mind Peel	SOR	R	•••	•	SH	Slaughter	INS	C	•••	•••	EX	Slaughter	SC	R	•••	•••	EX
Buyback ••• Target player chooses and discards a card.						••••						Payback—Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.					
Mind Ravel	SC	C	•••	•••	IA,5th	Sleeper Agent	SC	R	•••	•	UZ	Sleeper Agent	SC	R	•••	•	UZ
Target player must discard a card. Draw a card at the beginning of the next turn.						••••						When Agent comes into play, target opponent gains control of it. During your upkeep, Agent deals 2 damage to you. 3/3.					
Mind Warp	SOR	U	•••	•••	IA,5th	Sleepers Gille	EC	C	•••	•	UL	Sleepers Gille	EC	C	•••	•	UL
Look at a player's hand and make him discard X cards of your choice.						••••						Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleepers Gille is put into a graveyard from play, return Sleepers Gille to owner's hand.					
Mindstab Thrull	SC	C	•••	•••	FE,5th	Sorceress Queen	SC	R	••••	••••	AN,R,4th,5th	Sorceress Queen	SC	R	••••	••••	AN,R,4th,5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.						••••						•••• Target creature becomes D/2 until end of turn. 1/1.					
Mindwarper	SC	R	••••	••••	SH	Souldrinker	SC	U	••••	••••	TM	Souldrinker	SC	U	••••	••••	TM
Comes into play with three +1/+1 counters. •• Remove a +1/+1 counter. Target player chooses and discards a card. Play this ability as a sorcery. 0/0.						••••						•••• Put a +1/+1 counter on Souldrinker. 2/2.					
Mindwhip Silver	SC	U	•••	•••	TM	Spike Cannibal	SC	U	••••	••••	EX	Spike Cannibal	SC	U	••••	••••	EX
Each silver gains ••. Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						••••						•••• Put a +1/+1 counter from all creatures onto Cannibal. 0/0.					
Minion of the Wastes	SC	R	••••	••••	TM	Spin Graft	EC	C	•••	•	TM	Spin Graft	EC	C	•••	•	TM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. *••						••••						Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.					
Morgus Thrull	SC	C	•••	•••	SH	Spined Fluke	SC	U	••••	••••	UZ	Spined Fluke	SC	U	••••	••••	UZ
Sacrifice Thrull: Put the top three cards of your library into your graveyard. 2/2.						••••						When Fluke comes into play, sacrifice a creature. ••: Regenerate. 5/5.					
Mortuary	EN	R	•••	•••	SH	Stronghold Cabal	SC	R	••••	••••	IA,5th	Stronghold Cabal	SC	R	••••	••••	IA,5th
Whenever a creature is put into your graveyard from play, put that creature on top of your library.						••••						•••• Pay 1 life to counter a white spell. 2/2.					
Murk Dwellers	SC	C	•••	•••	DK,4th,5th	Stronghold Assassin	SC	R	••••	••••	SH	Stronghold Assassin	SC	R	••••	••••	SH
If Murk Dwellers attack and is not blocked, it gains +2/+0 2/2.						••••						•••• Sacrifice a creature: Destroy target nonblack creature. 2/1.					
Nausea	SOR	C	•••	•••	EX	Stronghold Taskmaster	SC	U	••••	••••	SH	Stronghold Taskmaster	SC	U	••••	••••	SH
All creatures get -1/+1 until end of turn.						••••						•••• All other black creatures get -1/-1 4/3.					
Neutrals	SC	C	••••	••••	FE,5th	Subversive	EN	R	••••	••••	UZ	Subversive	EN	R	••••	••••	UZ
If Neutrals attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.						••••						During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.					
Neurologia	INS	U	•••	•••	EX	Taunted Ether	EN	R	••••	••••	UZ	Taunted Ether	EN	R	••••	••••	UZ
Play Neurologia only during your discard phase. Pay X life: Draw X cards.						••••						Whenever a creature comes into play, its controller sacrifices a creature or land.					
Necropotence	EN	R	••••	••••	IA,5th	Terror	INS	C	••••	••••	UZ	Terror	INS	C	••••	••••	UZ
Skim your draw phase •• Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.						••••						Bury target creature. Cannot target black or artifact creatures.					
Nether Shadow	SC	R	•••	•••	LUR,4th,5th	Tethered Skirge	SC	U	••••	••••	UL	Tethered Skirge	SC	U	••••	••••	UL
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.						••••						Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.					
Nightmare	SC	R	•••	•••	LUR,4th,5th	Thrull Retainer	EC	U	••••	••••	FE,5th	Thrull Retainer	EC	U	••••	••••	FE,5th
Flying. Power and toughness equal number of swamps controller has. *••						••••						Give target +1/+1. Sacrifice Retainer to regenerate the creature.					
No Mercy	EN	R	••••	••••	UL	Thrull Surgeon	SC	C	••••	••••	EX	Thrull Surgeon	SC	C	••••	••••	EX
Whenever a creature successfully deals damage to you, destroy it.						••••						•••• Sacrifice Surgeon: Look at target player's hand and choose one of these cards. That player discards that card. Play this ability as a sorcery. 1/1.					
No Rest for the Wicked	EN	U	•••	•••	UZ	Torment	EC	C	••••	••••	SH	Torment	EC	C	••••	••••	SH
Sacrifice No Rest: Return to your hand all creature cards put into your graveyard from play this turn.						••••						Enchanted creature gets -3/-3.					
Oath of Ghouls	EN	R	•••	•••	EX	Torture	EC	C	••••	••••	SH	Torture	EC	C	••••	••••	SH
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard the player may return a creature card from his graveyard to his hand.						••••						•••• Place a 1/-1 token on creature Torture enchant.					
Oppression	EN	R	••••	••••	UZ	Tortured Existence	EN	C	••••	••••	SH	Tortured Existence	EN	C	••••	••••	SH
Whenever a player successfully casts a spell, that player discards a card						••••						•••• Choose and discard a creature card: Return target creature card from your graveyard to your hand.					
						••••						Touch of Death	SDR	C	••••	••••	IA,5th
						••••	</td										

MAGIC

The Gathering

Players Guide

NAME KIND CR RATING COST SETS FOUND

Back to Basics EN R ** 000 UZ

NAME	KIND	CR	RATING	COST	SETS FOUND
Back to Basics	EN	R	**	000	UZ
Nonbasic lands do not untap during their controllers' untap phases.					
Baron Master Wizard	SC	R	***	000	UZ
● Sacrifice a permanent: Return target creature to owner's hand. 1/1.					
Benthic Behemoth	SC	R	***	000	TM
Islandland 7/6.					
Binding Grasp	EC	U	***	000	IA,5th
Pay 0● during upkeep or buy Binding Grasp. Gain control of target creature, which gains +0/+1.					
Boomerang	INS	C	***	000	LG,CH,MC,5th
Return target permanent to owner's hand.					
Bouncing Beetles	SC	C	**	000	UL
Bouncing Beetles is unlockable if defender player controls an artifact. 2/2.					
Brainstorm	INS	C	**	000	IA,5th
Draw three cards, then play two cards from your hand on top of your library.					
Capsize	INS	C	***	000	TM
Buyback 0●. Return target permanent to owner's hand.					
Catalog	INS	C	**	000	UZ
Draw two cards, then choose and discard a card.					
Chill	EN	U	**	000	TM
Red spells cost an additional 0● to play.					
Clash of Mists	EC	C	**	000	UZ
Enchanted creature is unblockable.					
Cloud of Faeries	SC	C	**	000	UL
Flying. When Faeries comes into play, untap up to two lands. Cycling 0● 1/1					
Cloud Spirit	SC	C	**	000	SH
Flying. Cloud Spirit can block only creatures with flying 3/1.					
Confiscate	EP	U	***	000	UZ
You control enchanted permanent.					
Contempt	EC	C	**	000	SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.					
Coral Marfolk	SC	C	**	000	UZ
2/1.					
Counterspell	INT	C	****	000	IA,UR,TH,UA,SH,TM
Counter target spell as it is being cast.					
Cunning	EC	C	**	000	EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice.					
Cunning at end of turn.					
Curfew	INS	C	**	000	UZ
Each player chooses a creature he controls and returns it to owner's hand.					
Curiosity	EC	U	**	000	EX
If enchanted creature damages an opponent, you may draw a card.					
Dance of Many	EN	R	**	000	DK,CH,5th
Put a token creature in play and treat it as a duplcate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay 0● during upkeep or destroy Dance of Many.					
Dandan	SC	C	**	000	AN,CH,5th
Islandhome 4/1.					
Dark Maze	SC	C	**	000	HL,5th
● Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.					
Deathrite Mage	SC	R	***	000	SH
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.					
Warp Artifact	EA	R	**	000	LU,UR,4th,5th
Do 1 damage to target artifact's controller during upkeep.					
Weakness	EC	C	**	000	LU,UR,4th,5th
Target creature loses -2/-1.					
Western Paladin	SC	R	***	000	UZ
●●●: Destroy target white creature. 3/3.					
Witch Engine	SC	R	**	000	UZ
Swampwalk. ● Add 0● to your mana pool. Target opponent gains control of Witch Engine. 4/4.					
Wretched, The	SC	R	***	000	LG,CH,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5					
Xenic Poltergeist	SC	R	***	000	QA,4th,5th
●: target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. The effect lasts until your next upkeep 1/1					
Yawngmooth's Edict	EN	U	**	000	UZ
Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.					
Yawngmooth's Will	SDR	R	***	000	UZ
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game.					
Zombie Master	SC	R	**	000	LU,UR,4th,5th
All zombies in play gain swampwalk and may regenerate for 0● 2/3.					

KILLER COMBOS



Squirrel Power! With Might of Oaks, even the weeniest of weenies can smash your opponent. Take a harmless attacking Ouphe for example. Your opponent may let the 1/1 critter go unblocked, but suddenly he's facing an 8/8 behemoth. Then, for good measure, implode it with Fling for another eight damage. Everybody say "Ouphe!"

BLUE

Academy Researchers SC U *** 000 UZ

When Researchers comes into play, you may choose an enchant creature card in your hand and put that enchantment into play on Researchers. 2/2

Aether Storm EN U *** 000 HL,5th

No summon spells may be cast. Anytime may pay 4 life to bury Storm.

Aether Tide SC C * 000 EX

Discard X creature cards. Return X target creatures to their owner's hand.

Air Elemental SC U *** 000 LU,UR,4th,5th

Flying 4/4.

Anzu INT C ** 000 UZ

Counter target artifact or enchantment spell

Anthropos SC R ** 000 UL

Anthropos comes into play with two +1/+1 counters on it. 0●, 0●: Remove all +1/+1 counters from Anthropos and put X +1/+1 counters on it. 0/0

Anti-Magic Aura FC C *** 000 LU,5th

Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instant, sorcery, or enchantments.

Arcane Laboratory EN U *** 000 UZ

Each player cannot play more than one spell each turn

Archivist SC R *** 000 UL

●: Draw a card. 1/1.

Attunement EN R *** 000 UZ

Return to owner's hand: Draw three cards, then choose and discard four cards.

Aura Flux EN C ** 000 UL

Each other enchantment gains "During your upkeep, pay 0● or sacrifice this enchantment."

Azure Drake SC U *** 000 LG,CH,5th

Flying 2/4.

NAME	KIND	CR	RATING	COST	SETS FOUND
Deflection	INT	R	****	000	IA,5th
Target spell with one target now targets a legal target of your choice.					
Delusions of Mediocrity	EN	R	**	000	UL
When Delusions comes into play, gain 10 life. When Delusions leaves play, lose 10 life.					
Demise	INT	U	****	000	TM
Counter target spell. Draw a card.					
Disruptive Student	SC	C	**	000	UZ
● Counter target spell unless its caster pays an additional 0●. 1/1.					
Dominating Lied	SC	R	***	000	EX
●●●: Lied loses its ability and becomes a creature enchantment that reads "Gain control of enchanted creature." Move Dominating Lied onto target creature. You may pay 0● to end this effect. 1/1.					
Douse	EN	U	***	000	UZ
●●●: Counter target red spell.					
Drain Power SDR	R	***	000	LU,UR,4th,5th	

Tap opponent's lands for mana and draw all mana in his pool into yours.

Dream Cache SC R *** 000 MG,TM

Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

Dream Halls EN R ** 000 SH

Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0. Banned!

NAME	KIND	CR	RATING	COST	SETS FOUND
Forbid	INT	U	***	000	EX
Buyback—Choose and discard two cards. Counter target spell.					
Force Spike	INT	C	**	000	LU,5th
Counter target spell unless its caster spends 0●.					
Forget	SOR	R	***	000	HL,5th
Target player discards two cards and then draws two cards.					
Frantic Search	INS	C	**	000	UL
Draw two cards, then choose and discard two cards. Untap up to three lands.					
Fylamard	SC	U	***	000	TM
Flying. Cannot be blocked by blue creatures. ●: Target creature is blue until end of turn 1/3.					
Gaseous Form	EC	C	**	000	LG,4th,5th,TM
Target creature neither dies nor receives damage in combat.					
Giant Crab	SC	C	**	000	TM
●: Until end of turn, Crab cannot be the target of spells or abilities. 3/3.					
Gilded Drake	SC	R	**	000	UZ
Flying. When Drake comes into play, exchange control of Drake for target creature or of your opponent's controls or sacrifice Drake. 3/3					
Glacial Wall	SC	U	**	000	IA,5th
●●●: Gliding Lied loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lied onto target creature. You may pay 0● to end this effect. 2/2					

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●●●: Gliding Lied loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead

NAME	KIND	CR	RATING	COST	SETS FOUND	NAME	KIND	CR	RATING	COST	SETS FOUND
Great Whale	SC	R	***	●●●	UZ	Mind Bomb	SDR	U	**	●	OK,4th,5th
When Whale comes into play, untap up to seven lands. 5/5						Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.					
Hammerhead Shark	SC	C	**	●●●	SH	Mind Games	INS	C	**	●	SH
Shark cannot attack unless defending player controls any Islands. 2/3.						Buyback ●●●. Tap target artifact, creature, or land.					
Hermetic Study	EC	C	**	●●●	UZ	Mind Over Matter	EN	R	**	●●●●●●●	EX
Enchanted creature gains ●●●. Deals 1 damage to target creature or player.						Choose and discard a card: Tap or untap target artifact, creature, or land.					
Hesitation	EN	U	****	●●●●	SH	Mirozel	SDR	U	**	●●●	EX
If any spell is played, counter that spell and sacrifice Hesitation.						Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand. 2/3.					
Hibernation	INS	U	***	●●●	UZ	Miscalculation	INT	C	**	●●●	UL
Return all green permanents to owner's hands.						Counter target spell unless its caster pays an additional ●●. Cycling ●●.					
Homard Warrior	SC	C	**	●●●	F5,5th	Mnemonic Silver	SC	U	**	●●●	TM
●●● War may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.						Each Silver gains ●●●. Sacrifice this creature: Draw a card. 2/2.					
Horned Turtle	SC	C	**	●●●	TM	Morphling	SC	R	**	●●●●●●●	UZ
1/4.						●●● Untap Morphling. ●●● Morphling gains flying until end of turn.					
Horseshoe Crab	SC	C	**	●●●	UZ	●●● Morphling cannot be the target of spells or abilities until end of turn.					
●●● Untap Horseshoe Crab. 1/3.						●●● Morphling gets +1/+1 until end of turn. ●●● Morphling gets -1/+1 until end of turn. 3/3.					
Hurky's Recall	INS	R	***	●●●	AQ,R,4th,5th	Path of Scholars	EN	R	***	●●●	EX
Return all artifacts in play controlled by target player to owner's hand.						During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.					
Hydroblast	INT	C	**	●●●	IA,5th	Opportunity	INS	U	***	●●●	UL
Counter a spell being cast or destroy a red permanent if it's red.						Target player draws four cards.					
Imaginary Pet	SC	R	**	●●●	UZ						
During your upkeep, if you have a card in hand, return Pet to your hand. 4/4.											
Insight	EN	U	***	●●●	TM						
Whenever target opponent successfully casts a green spell, draw a card.											
Interdict	INT	U	***	●●●	TM						
Counter target artifact, creature, enchantment, or land ability requiring an activation cost.											
Abilities of that permanent cannot be played again this turn. Draw a card.											
Intervene	INT	C	**	●●●	UL						
Counter target spell that targets a creature.											
Intruder Alarm	EN	R	***	●●●	SH						
Creatures on not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.											
Intuition	INS	R	***	●●●	TM						
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard.											
Shuffle your library afterwards.											
Juxtapose	SDR	R	***	●●●	LG,CH,5th	Lurking Skirge	SDR	U	**	●●●	EX
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.											
Keeper of the Mind	SC	U	***	●●●	EX	Enchantment	SC	U	**	●●●	EX
●●● Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. 1/2.						What a creature is put into one of your opponents' graveyards, if Lurking Skirge is an enchantment. Lurking Skirge becomes a 3/2 creature with flying that counts as an Imp.					
Killer Whale	SC	U	***	●●●	EX	They never miss a frostbite.	SC	U	**	●●●	EX
●●● Killer Whale gains flying until end of turn. 3/5						●●● Look at the top card of target player's library. 1/1.					
King Crab	SC	U	***	●●●	UL	Rootwater Mystic	SC	C	**	●●●	EX
●●● Put target green creature on top of owner's library 4/5.						Counter target spell: Untap up to four lands.					
Kruikian Sorcerer	SC	C	**	●●●	IA,5th	Rootwater Matriarch	SC	R	***	●●●	TM
●●● Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.						●●● Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Labyrinth Minotaur	SC	C	**	●●●	HL,5th	Rootwater Shaman	SC	R	***	●●●	TM
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4.						You may play creature enchantments whenever you could play an instant. 2/2					
Launch	EC	C	**	●●●	UZ	Sandbar Merfolk	SC	C	**	●●●	UZ
Enchanted creature gains flying. When Launch is put into a graveyard from play, return Launch to owner's hand.						Cycling ●●● 1/1.					
Leap	INS	U	**	●●●	SH	Sandbar Serpent	SC	U	**	●●●	UZ
Target creature gains flying until end of turn. Draw a card.						Cycling ●●● 3/4.					
Legacy's Allure	EN	U	***	●●●	TM	School of Piranha	SC	C	**	●●●	EX
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.						During your upkeep, pay ●●● or sacrifice School of Piranha. 3/3.					
Legedermain	SDR	U	***	●●●	TM	Scrivener	SC	U	**	●●●	EX
Permanently exchange control of target artifact or creature for control of target permanent of the same type.						When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.					
Leviathan	SC	R	***	●●●●●●●	4D,4th,5th	Sea Monster	SC	C	**	●●●	TM
Trample. Enters play tapped. Sacrifice two lands during upkeep to untap Leviathan. Sacrifice two lands to attack 10/10.						Monster cannot attack unless defending player controls any Islands. 6/6.					
Levitation	EN	U	***	●●●	UL	Sea Serpent	SC	C	**	●●●	LUR,4th,5th
All creatures you control gain flying.						Islandhome. 5/5.					
Lifetap	EN	U	***	●●●	LUR,4th,5th	Sea Spirit	SC	U	**	●●●	IA,5th
Gain 1 life whenever opponent taps a forest.						●●● +1/+1 until end of turn. 2/3.					
Lifting Refrain	EN	U	***	●●●	UZ	Sea Sprite	SC	U	***	●●●	HL,5th
During your upkeep, put a counter on Refrain. Sacrifice: Counter target spell unless its caster pays an additional X where X is the number of counters on Refrain.						Flying. Protection from red. 1/1.					
Lingering Mirrage	EL	U	**	●●●	UZ	Seasinger	SC	U	**	●●●	FE,5th
Enchanted land is an island. Cycling ●●●.						Islandhome. ●●● Gain control of target creature if its controller controls an island. You use control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped.					
Lord of Atlantis	SC	R	**	●●●	LUR,4th,5th	Second Chance	EN	R	**	●●●	UL
All Merfolk in play gain islandwalk and +1/+1. 2/2.						During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.					
Magical Hack	INT	R	**	●●●	LUR,4th,5th	Segovian Leviathan	SC	U	***	●●●	LG,4th,5th
Change the text of a card being played or pay in by switching one basic land type with another.						Islandwalk. 3/3.					
Magus of the Unseen	SC	R	***	●●●	IA,5th	Shadow Rift	INS	C	**	●●●	TM
●●● Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner's tap at end of turn. 1/1.						Target creature gains shadow until end of turn. Draw a card.					
Mana Breach	EN	U	***	●●●	EX	Shimmering Wings	EC	C	**	●●●	TM
When any player plays a spell, that player returns a land he controls to his hand.						Enchanted creature gains flying. ●●● Return Wings to owner's hand.					
Mana Leak	INT	C	***	●●●	SH	Show and Tell	SDR	R	***	●●●	UZ
Counter target spell unless its caster pays an additional ●●●.						Each player may choose an artifact, creature, enchantment, or land card in his hand and put that permanent into play.					
Mana Severance	SDR	R	***	●●●	TM	Silient Spirit	SC	R	***	●●●	IA,5th
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.						Flying. When Silient Spirit attacks, defending player may draw a card. 5/6.					
Manta Riders	SC	C	**	●●●	TM	Sift	SC	R	***	●●●	SH
●●● Manta Riders gains flying until end of turn. 1/1.						Draw three cards, then choose and discard a card.					
Mask of the Mimic	INS	U	***	●●●	SH	Silver Wyvern	SC	R	***	●●●	SH
Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.						Flying. ●●● Target spell or ability which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.					
Mawcor	SC	R	***	●●●●●●●	TM	Skyshroud Condor	SC	U	**	●●●	TM
Flying. ●●● Mawcor deals 1 damage to target creature or player. 3/3.						Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.					
Meditate	INS	R	***	●●●	TM	Sleight of Mind	INT	U	****	●	LUR,4th,5th
Skip your next turn: Draw four cards.						Change text of a card being played or in play by switching one color word with another.					
Memory Lapse	INT	C	***	●●●	HL,MG,5th	Slow Motion	EC	C	***	●●●	UL
Counter target spell. Put that spell on top of its owner's library.						During the upkeep of enchanted creature's controller, that player pays ●●● or sacrifices that creature. When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.					
Merkfolk Looter	SC	C	**	●●●	EX	Snag	INS	C	**	●●●	UL
●●● Draw a card, then choose and discard a card 1/1.						Return target creature to owner's hand. Untap up to two lands.					
Merkfolk of Pearl Trident	SC	C	**	●●●	LUR,4th,5th	Somnophore	SC	R	***	●●●	UZ
1/1.						Flying. Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as Somnophore remains in play. 2/2.					
						Prodigal Sorcerer	SC	C	**	●●●	IA,5th
						●●● Prodigal Sorcerer deals 1 damage to target creature or player. 1/1.					
						Propaganda	EN	U	***	●●●	TM
						Each turn, each creature cannot attack unless its controller pays an additional ●●● for that creature.					
						Psychic Venom	EL	C	**	●●●	LUR,4th,5th
						Do 2 damage to target land's controller whenever the land is tapped.					
						Ransack	SDR	U	***	●●●	SH
						Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.					



Q I have a Lurking Skirge in play, in enchantment form. My opponent activates the cycling ability of his Pendrell Drake. Will the Imp awaken?

A No. Because the Drake went to the graveyard from your hand rather than from play, it doesn't count as a "creature" going to the graveyard, only a "creature card."

The Skirge won't cause it.

Palinchron SC | R | *** | ●●●●●●● | UL |

Flying. When Palinchron comes into play, untap up to seven lands. ●●●●●●●: Return Palinchron to owner's hand. 4/6.

Pendrell Drake SC | C | *** | ●●● | UZ |

Flying. Cycling ●●● 2/3.

Pendrell Flux EC | C | *** | ●●● | UZ |

Enchanted creature gains flying. ●●● Return Flux to owner's hand.

Peregrine Drake SC | U | ** | ●●● | UZ |

Flying. When Peregrine Drake comes into play, untap up to five lands. 2/3.

Phantasmal Forces SC | C | ** | ●●● | UZ |

Flying. Pay ●●● during upkeep or Phantasmal Forces is destroyed. 4/1.

Phantasmal Terrain EL | C | ** | ●●● | UZ |

Target land switches to any basic land type chosen by caster.

Phantom Monster SC | U | *** | ●●● | UZ |

Flying. 3/3.

Pirate Ship SC | R | *** | ●●● | UZ |

Islandhome. ●●● Do 1 damage to any target to end of turn. 4/3.

Portent EE | C | ** | ●●● | IA,5th |

You may look at the top three cards of one player's library. Either shuffle that library or put those cards back on top in any order. Cribpot.

Preognition EN | R | *** | ●●● | TM |

During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.

Power Sink INT | C | *** | ●●● | LUR4TH5MUL |

Counter target spell unless its caster spends ●●●. Spell's caster must spend all mana from lands and mana pool until X is met.

Power Taint EE | C | ** | ●●● | UZ |

During the upkeep of enchanted creature's controller, that player pays ●●● or sacrifices that creature. When Power Taint is put into a graveyard from play, return Power Taint to owner's hand.

Pragidol Sorcerer SC | C | ** | ●●● | IA,4th,5th |

●●● Pragidol Sorcerer deals 1 damage to target creature or player. 1/1.

Propaganda EN | U | *** | ●●● | TM |

Each turn, each creature cannot attack unless its controller pays an additional ●●● for that creature.

Psychic Venom EL | C | ** | ●●● | LUR,4th,5th |

Do 2 damage to target land's controller whenever the land is tapped.

Ransack SDR | U | *** | ●●● | SH |

Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.

NAME	KIND	CR	RATING	COST	SETS FOUND
Raven Familiar	SC	U	***	●●●	UL
Flying; echo. When Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library. In any order, 1/2.					
Ray of Command	INS	C	***	●●●	IAM,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.					
Rebound	INT	U	***	●●●	SH
Target spell, which targets a single player, targets a player of your choice instead.					
Recall	INS	U	***	●●●	LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from your hand.					
Recantation	EN	R	**	●●●	UZ
During your upkeep, you may put a counter on Recantation. Sacrifice Recantation. Return up to X target permanents to owner's hand, where X is the number of counters on Recantation.					
Reef Pirates	SC	C	**	●●●●●●●	HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it into his graveyard 2/2.					
Rains of Power	INS	R	****	●●●●	SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Creatures are unaffected by summoning sickness this turn.					
Remove Soul	INT	C	***	●●●	LG,CH,5th
Counter target summon spell.					
Rescind	INS	C	**	●●●	UZ
Return target permanent to owner's hand. Cycling ●●●.					
Rewind	INT	C	***	●●●	UZ
Counter target spell. Untap up to four lands.					
Robe of Mirrors	EC	C	**	●●●	EX
Enchanted creature cannot be the target of spells or abilities.					
Rootwater Diver	SC	J	**	●●●	TM
●●● Sacrifice Rootwater Diver: Return target artifact card from your graveyard to you hand. 1/1.					
Rootwater Hunter	SC	C	**	●●●	TM
●●● Rootwater Hunter deals 1 damage to target creature or player. 1/1.					
Rootwater Matriarch	SC	R	***	●●●	TM
●●● Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Rootwater Shaman	SC				

MAGIC The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Steal Artifact	EA	U	***	●●●	L.U.R.4th
Gain control of target artifact.					
Steal Enchantment	EE	U	***	●●●	T
Gain control of target enchantment.					
Stem Proctor	SC	U	**	●●	L
When Stem Proctor comes into play, return target artifact or enchantment to owner's hand 1/2.					
Stinging Lcid	SC	U	**	●●	T
●●● Lcid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lcid deals 2 damage to that creature's controller" instead of a creature. Move Stinging Lcid onto target creature. You may pay 1 to end this effect. 1/1.					
Stroke of Genius	INS	R	***	●●●●●	L
Target player draws X cards.					
Sunder	INS	R	***	●●●	L
Return all lands to owners' hands.					
Telepathy	EN	U	***	●	L
Each of your opponents plays with his or her hand revealed.					
Thalakos Deceiver	SC	R	***	●●●	S
Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked 1/1					
Thalakos Dreamsoarer	SC	U	***	●●●	T
Shadow. You leave Dreamsoarer tapped. If Dreamsoarer damages any opponent, tap target creature. As long as Dreamsoarer remains tapped, that creature does untap during its controller's untap phase. 1/1.					
Thalakos Drifters	SC	R	***	●●●	L
Choose and discard a card: Drifters gains shadow until end of turn. 3/3.					
Thalakos Merfolk	SC	C	***	●●	T
Shadow. ● Put Thalakos Merfolk on top of owner's library. 2/1.					
Thalakos Scout	SC	C	***	●●●	L
Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.					

KILLER COMBOS



During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play. The player shuffles his or her library afterwards.



During your life, if there are seven
true friends to play cards with (including
yourself) you're destined to land
in heaven.

When lands start coming into play, Disaster is impending, and Oath of Lieges can speed up the process. When all goes boom, the Oath will ensure that you get lands as long as you make your opponent play land first. We recommend giving him a little encouragement by dropping an Iron Maiden before the blast.

Thalakes Seer	SC	C	•	•	•
Shadow, # Thalakes Seer leaves play, draw a card. 1/1.					
Thalakos Sentry	SC	C	•	•	•
Shadow, 1/2.					
Theft of Dreams	SDR	C	•	•	•
For each tapped creature target opponent controls, draw a card.					
Thornwind Faeries	SC	C	•	•	•
Flying. • Deal 1 damage to target creature or player. 1/1.					
Tidal Surge	SDR	C	•	•	•
Tap up to three target creatures without flying.					
Tidal Warrior	SC	C	•	•	•
• Target land is an island until end of turn. 1/1.					
Time Ebb	SDR	C	•	•	•
Put target creature on top of owner's library					
Time Elemental	SC	R	***	•	•
• • • Return target permanent to owner's hand. Cannot target enchantments. Destroy Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.					LG, Ab.
Time Spiral	SDR	R	*****	•	•
Remove Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draw seven cards. You tap up to six lands. Banish					
Time Warp	SDR	R	*****	•	•
Target player takes an extra turn after this one.					
Tinker	SDR	U	•	•	•
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play.					
Tolarian Winds	INS	C	•	•	•
Discard your hand, then draw that many cards.					
Tradewind Rider	SC	R	***	•	•
Flying. • Tap two creatures you control. Return target permanent to owner's hand. 1/4.					
Treasure Trove	EN	U	•	•	•
• • • Draw a card.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Turnabout	INS	U	***	●●●	L
Tap or untap all artifacts, creatures, or lands target player controls.					
Twiddle	INS	C	**	●	L,U,4th,5
Tap or untap any single land, creature, or artifact in play.					
Twitch	INS	C	**	●	T
Tap or untap target artifact, creature or land. Draw a card.					
Unstable Mutation	EC	C	**	●	AN,R,4th,5
Target creature gains +3/+3. Put 1/-1 counter on creature during your upkeep.					
These counters remain even if Unstable Mutation is destroyed.					
Unstable Shapeshifter	SC	R	***	●●●	T
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
Unsummon	INS	C	***	●●●	L,U,R,4th,5
Return target creature to its owner's hand.					
Updraft	INS	U	**	●●●	I,A
Give target creature flying until end of turn. Carrion.					
Veil of Birds	EN	C	**	●●●	B
When one of your opponents successfully casts a spell, if Veil is an enchantment					
Veil becomes a 1/1 Bird with flying.					
Veiled Apparition	EN	U	-	●●●	
When one of your opponents successfully casts a spell, if Apparition is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, play ●●● or sacrifice Apparition."					
Veiled Crocodile	EN	R	-	●●●	
When a player has no cards in hand, if Crocodile is an enchantment, Crocodile becomes a 4/4 Crocodile.					
Veiled Sentry	EN	U	****	●●●	
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an illusion with power and toughness each equal to total casting cost of that spell.					
Veiled Serpent	EN	U	**	●●●	
When one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an island. Cycling					
Vigilant Drake	SC	C	***	●●●	
Flying. ●●●: Untap Drake 3/3.					
Vudalid Soldiers	SC	C	-	●●●	F,E
1/2,					
Vorlath's Curse	EC	C	***	●●●	1
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. ●●●: Return Vorlath's Curse to owner's hand.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Winged Silver	SC	C	**	●●	TM
All Silvers gain flying 1/1.					
Wizard Mentor	SC	C	**	●●	JZ
● Return Mentor and target creature you control to owner's hand. 2/2.					
Zephid	SC	R	***	●●●	UZ
Flying. Zephid cannot be the target of spells or abilities 3/4.					
Zephid Embrace	EC	U	***	●●●	UZ
Creature gets +2/+2, gains flying, and cannot be target of spells or abilities.					
Zephyr Falcon	SC	C	***	●●●	LG,4th,5th
Flying. Does not tap to attack. 1/1.					
Zur's Weirding	EN	R	****	●●●●	IA,5th
All players play with hands face up. When a player draws a card, any other player may now 2 life in time the player to discard that card.					
GOLD					
Acidic Silver	SC	J	***	●●●	SH
Each Silver gains *●●●. Sacrifice this creature. This creature deals 2 damage to target creature or player. 2/2.					
Crystalline Silver	SC	U	***	●●●	SH
Silvers cannot be the target of spells or abilities 2/2.					
Dracephasm	SC	R	***	●●●	TM
Flying. When you play Dracephasm, sacrifice any number of creatures. Comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness. Dracephasm gets +1/+0 until end of turn. 7/7					
Hibernation Silver	SC	U	***	●●●	SH
Each Silver gains "Pay 2 life. Return this creature to owner's hand." 2/2.					
Lobefury	SDR	J	***	●●●●	TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Ranger-a-Vec	SC	U	***	●●●	TM
First strike. ● Regenerate. Range 4 Vec. 2/2					
Segmented Worm	SC	U	***	●●●	TM
Whenever Worm is the target of a spell or ability put a -1/-1 counter on it 5/5					
Selenia, Dark Angel	S.R	R	***	●●●	TM
Flying. Counts as an Angel. Pay 2 life. Return to owner's hand. 3/3.					
Sky Sward	SC	U	***	●●●	TM
Flying. First strike. 2/2.					
Silver Queen	SL	R	***	●●●●●●●●	SH
Silver Queen counts as a Silver. ● Put a Silver token into play. Treat this token as a 1/1 colorless creature. 7/7					
Setari Guerrillas	SC	R	***	●●●	TM
Shadow. If Setari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.					
Spined Sliver	SC	J	***	●●●	SH
If a Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.					
Spontaneous Combustion	INS	J	***	●●●	TM
Sacrifice a creature. S. Combustion deals 3 damage to each creature.					
What-a-Del	SL	R	***	●●●	TM
1. Target creature's power or toughness is 1 until end of turn. 3/3					
Virtual Silver	SC	U	***	●●●	SH
Each Silver gains *●●. Sacrifice this creature. Gain 4 life. 2/2.					
Wood Sage	SC	R	***	●●●	TM
T. Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard 1/1.					
GREEN					
Abundance	Eh	R	***	●●●	JZ
Instead of drawing a card, you may choose a land or upland and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.					
Acridian	SC	C	***	●●●	UZ
Echo 2/4.					
Albino Trell	SC	U	***	●●●	U
Echo. ● Regenerate. 3/3					
Aloran	EN	R	***	●●●	TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.					
An-Harana Constable	SC	U	***	●●●	HL,5th
* is the total number of green creatures in play 2/1+.					
Anaconda	SC	U	***	●●●	U
Swampwalk. 3/3					
Apes of Rath	SC	U	***	●●●	TM
If Apes attacks, it does not untap during your next Untap phase. 5/4.					
Argothian Elder	SC	U	***	●●●	U
● Untap two target lands. 2/2.					
Argothian Enchantment	EN	R	***	●●●	U
Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment spell, draw a card. 0/1.					
Argothian Swine	SC	C	**	●●	U
Trample 3/3					
Argothian Wurm	SC	R	****	●●●●	U
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library. 6/6.					
Aspect of Wolf	EC	R	***	●●●	LUR,4th,5th
Target gets +X/+X, where X is half the number of forests you control.					
Aurochs	SC	C	**	●●	IA,5th
Trample. Gain +1/+0 for each other Aurochs that attacks. 2/3					
Avenging Droid	SC	C	**	●●	E
If Droid damages an opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard. 1/3.					
Awakening	EN	R	***	●●●	S
At the beginning of each player's upkeep, untap all creatures and lands.					
Bayon Dragonfly	SC	C	**	●●	TM
Flying: swampwalk. 1/1					
Bequeathed	EC	C	**	●●	E
If enchanted creature is put into any graveyard, draw two cards.					
Birds of Paradise	SC	R	***	●●●	LUR,4th,5th
Flying. ● Add one mana of any color to your mana pool. 0/1.					
Branchwood Armor	EC	U	***	●●●	U
Enchanted creature gets +X/+X, where X is the number of forests you control.					
Branchwood Treelark	SC	C	**	●●	U

MAGIC FACT In the card name "Scavenging Ghoul," the vowels A, E, I, O and U each appear once in order.

MAGIC DATA

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

NAME	KIND	CR	RATING	COST	SETS FOUND
Bleated Toad	SC	U	•••	••	UL
Protection from blue. Cycling 2/2.					
Broken Fall	EN	C	•••	•••	TM
Return Broken Fall to owner's hand. Regenerate target creature.					
Bull Hippo	SC	U	•••	•••	UZ
Islandwalk, 3/3.					
Burgeoning	EN	R	••	•	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					
Canopy Spider	SC	C	••	•••	TM
Canopy Spider can block creatures with flying. 1/3.					
Carapace	EC	C	••	•	HL5th
+1/+2. Sacrifice Carapace to regenerate the creature it enchant's.					
Carpet of Flowers	EN	U	••	•	UZ
Dump your main phase, you may add up to X mana of one color to your mana pool, where X is the number of lands target opponent controls.					
Carnassid	SC	R	•••	•••	SH
Trample. •••: Regenerate Carnassid. 5/4.					
Cartographer	SC	U	•••	••	EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.					
Cat Warriors	SC	C	•••	•••	LG,CH,5th
Forestwalk, 2/2.					
Cave Tiger	SC	C	••	••	UZ
Whenever a creature blocks it, Tiger gets +1/+1 until end of turn. 2/2.					
Charging Rhino	SC	U	•••	•••	TM
Charging Rhino cannot be blocked by more than one creature. 4/4.					
Child of Gaea	SC	R	••••	••••	UZ
Trample. During your upkeep, pay ••• or sacrifice Child.					
Choke	EN	U	•••	••	TM
Islands do not untap during their controllers' untap phases.					
Chub Toad	SC	C	••	•	IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.					
Citadel Centaur	SC	R	•••	•••	UZ
Echo. Cannot be the target of spells or abilities. 6/3.					
Citinal Hierophants	SC	R	•••	•••	UZ
Each creature you control gains "•• Add •• to your mana pool." 3/2.					
Cockatrice	SC	R	•••	•••	LG,CH,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Constant Mist	INS	U	••••	••••	SH
Buyback. Sacrifice a land. Creatures deal no combat damage this turn.					
Cradle Guard	SC	U	••••	••••	UZ
Trample: echo. 4/4.					
Crashing Bears	SC	U	••••	••••	EX
If Crashing Bears attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Bears this turn if able. 4/4.					
Craw Giant	SC	U	••••	••••	LG,CH,5th
Trample, rampage: 2/6/4.					
Craw Wurm	SC	C	••••	••••	UZ,L,U,R,4th,5th
6/4.					
Crazed Armodon	SC	R	••••	••••	TM
••: Armodon gets +3/+3 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.					
Crossbow Ambush	INS	C	••	•	SH
All creatures you control can block creatures with flying until end of turn.					
Crosswinds	EN	U	•••	•••	UZ
All creatures with flying get -2/-2.					
Crop Rotation	INS	C	••	•	UL
At the time you play Crop Rotation, sacrifice a land. Search your library for a land card and put that land into play.					
Crumble	INS	C	•••	•	A,D,4th,5th
Bury target artifact. Controller gains life equal to the casting cost.					
Darkwatch Elves	SC	U	•••	•••	UL
Protection from black. Cycling 2/2.					
Defense of the Heart	EN	R	•••	•••	UL
During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play.					
Deranged Hermit	SC	R	••••	••••	UL
Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All squirrels get +1/+1. 1/1.					
Desert Twister	SDR	U	••••	••••	AN,R,4th,5th
Destroy target permanent.					
Dirtcow Wurm	SC	R	••••	••••	TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.					
Dirkwood Boars	SC	C	••••	••••	LG,CH,5th
4/4.					
Earthcrust	EN	R	••••	••••	TM
Tap an untapped creature you control. Untap target basic land. Banned!					
Eladamir, Lord of Leaves	SL	R	••••	••••	TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.					
Eladamir's Vineyard	EN	R	••••	••••	TM
At beginning of each player's main phase add ••• to that player's pool.					
Elder Druid	SC	R	••••	••••	IA,5th
•••: Tap or untap target land, creature or artifact. 2/2.					
Eiven Palisade	EN	U	••	•	EX
Sacrifice a forest. Target attacking creature gets -3/-0 until end of turn.					
Eiven Riders	SC	U	••••	••••	LG,CH,5th
Cannot be blocked except by walls and flying creatures. 3/3.					
Eiven Rite	SDR	U	••••	••••	SH
Put a total of two +1/+1 counters on any number of target creatures.					
Eiven Warhounds	SC	R	••••	••••	TM
If Warhounds is blocked, put the blocker on top of owner's library 2/2.					
Eivial Archers	SC	R	••••	••••	L,U,R,4th,5th
First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2.					
Eivial Berserker	SC	C	•••	•	EX
For each creature that blocks it, Berserker gets +1/+1 until end of turn. 1/1.					
Eivial Fury	INS	C	•••	•	TM
Buyback. Target creature gets +2/+2 until end of turn.					
Eivial Herder	SC	C	•••	•	UZ
••: Target creature gains trample until end of turn. 1/1.					
Eivial Lyrist	SC	C	•••	•	UZ
••: Sacrifice Lyrist: Destroy target enchantment. 1/1.					
Endangered Armodon	SC	C	••••	••••	SH
If you control any creature with toughness 2 or less, sacrifice Armodon. 4/5.					
Endless Wurm	SC	R	••••	••••	TM
Trample. During your upkeep, sacrifice an enchantment or sacrifice Wurm. 9/9.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Exploration	EN	R	••	•	UZ
You may play an additional land each turn.					
Fecundity	EN	U	••	•••	UZ
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.					
Fertile Ground	EL	C	••	•••	UZ
Whenever target is tapped for mana, it produces an additional mana of any color.					
Failing Draks	SC	U	•••	•••	TM
Flying. If Failing Draks blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.					
Fog	INS	C	••	•	L,U,R,4th,5th
Creatures do not damage one another in combat.					
Force of Nature	SC	R	••••	••••	L,U,R,4th,5th
Trample. Pay •••• during upkeep or Force does 8 damage to you. 8/8					
Fortitude	EC	C	•••	•••	UZ
Whenever Fortitude is put into a graveyard from play, return Fortitude to owner's hand. Sacrifice a forest: Regenerate enchanted creature.					
Foxfire	INS	C	••	••	IA,5th
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Cantri.					
Frog Tongue	EC	C	••	•	TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.					
Fugitive Druid	SC	R	••	••	TM
••. Sacrifice a forest: Giant deals 2 damage to target player. 4/4.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Heartwood Treefolk	SC	U	•••	•••	TM
Forestwalk. 3/4					
Hermit Oracle	SC	R	••	••	SH
••: Reveal cards from the top of your library until you reveal a basic land. Put it into your hand and put all other revealed cards into your graveyard. 1/1.					
Hidden Ancients	EN	U	•••	•••	UZ
When one of your opponents successfully casts an enchantment spell, if Ancients is an enchantment, Ancients becomes a 5/5 Treefolk creature.					
Hidden Gibbons	EN	R	•••	•••	UL
When one of your opponents successfully casts an instant or interrupt spell, Hidden Gibbons becomes a 4/4 creature that counts as an Ape.					
Hidden Guerrillas	EN	U	•••	•••	UZ
When one of your opponents successfully casts an artifact spell, if Guerrillas is an enchantment, Guerrillas becomes a 5/3 Soldier creature with trample.					
Hidden Herd	EN	R	•••	•	UZ
When one of your opponents play a nonbasic land, if Herd is an enchantment, Herd becomes a 3/3 Beast creature.					
Hidden Predators	EN	R	••	•	UZ
When one of your opponents controls a creature with power 4 or greater, if Predator is an enchantment, Predator becomes a 4/4 Beast creature.					
Hidden Spider	EN	C	••	•	UZ
When one of your opponents successfully casts a creature with flying, if Spider is an enchantment, it becomes a 3/5 creature that can block creatures with flying.					
Hidden Stag	EN	R	•••	•••	UZ
Whenever one of your opponents plays a land, if Stag is an enchantment, Stag becomes a 3/2 Beast creature. Whenever you play a land, if Stag is a creature, Stag becomes an enchantment.					
Horned Silver	SC	U	•••	•••	TM
All Silvers gain trample. 2/2.					
Hungry Mist	SC	C	•••	•••	HL,5th
During your upkeep, pay ••• or buy Hungry Mist. 6/2					
Hurricane	SOR	U	••••	••••	LUR4th,5th
Do X damage to all players and flying creatures.					
Hush	SOR	C	•••	•••	UZ
Destroy all enchantments. Cycling ••					
Instill Energy	EC	U	••	•	L,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.					
Ironroot Treefolk	SC	C	••	••	L,U,R,4th,5th
3/5.					
Jackalope Herd	SC	C	•••	•••	EX
If you play any spell, return Jackalope Herd to owner's hand. 4/5.					
Joltwhul Wurm	SC	U	•••	•••	IA,5th
Joltwhul Wurm gets -2/-1 for each extra creature blocking it. 6/6.					
Keeper of the Beasts	SC	U	•••	•••	EX
••: Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you. 1/2.					
Killer Bees	SC	U	••••	••••	LG,4th,5th
Flying. ••: Give Bees +1/+1 until end of turn. 0/1.					
Kraklin	SC	U	•••	•••	TM
Comes into play with X +1/+1 counters on it. ••: Regenerate. 0/0.					
Lay Druid	SC	U	•••	•••	L,U,R,4th,5th
••: Untap a land of your choice. 1/1.					
Lhugrify	SC	R	••••	••••	IA,5th
•• equals the total number of creatures in all graveyards. 7/+1.					
Lifeforce	EN	R	•••	•••	L,U,R,4th,5th
Counter a black spell as it is being cast.					
Living Artifact	EA	R	•••	•••	L,U,R,4th,5th
Put one counter on target artifact for each life you lose. During your upkeep, you may trade one and only one counter for 1 life.					
Living Land	EN	R	•••	•••	L,U,R,4th,5th
Treat all forests in play as 1/1 creatures.					
Living Willow Elves	SC	C	•••	•••	L,U,R,4th,5th
••: Add •• to your mana pool. 1/1.					
Lone Wolf	SC	U	•••	•••	UL
Lone Wolf deal combat damage to defending player instead of to creatures blocking it. 2/2.					
Lowland Basilisk	SC	C	•••	•••	SH
Whenever Basilisk damages any creature, destroy creature at end of combat. 1/3.					
Lull	INS	C	•••	•••	UZ
Creatures deal no combat damage this turn. Cycling ••.					
Lure	EC	U	••••	••••	LUR4th,5th
All creatures that can block target creature must do so.					
Manabound	EN	R	•••	•••	EX
During your discard phase, you may choose to put all lands from your hand into play. If you do, discard the rest of your hand.					
March Viper	SC	C	•••	•••	DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.					
Midsummer Revel	EN	R	••••	••••	LIZ
During your upkeep, you may put a counter on Revel. ••: Sacrifice Revel: Put X Beast tokens into play, where X is the number of counters on Midsummer Revel. Treat these tokens as 3/3 green creatures.					
Might of Night	INS	R	•••	•••	UL
Target creature gets +7/+7 until end of turn.					
Miri, Cat Warrior	SL	R	••••	••••	EX
Miri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.					
Miri's Galle	EN	R	•••	•	TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.					
Mongrel Pack	SC	R	•••	•••	TM
If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1.					
Mulch	SOR	C	•••	•••	SH
Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.					
Mutant, Maro-Sorcerer	SL	R	••••	••••	UL
Has power and toughness each equal to the total number of cards in all players' hands. Cannot be the target of spells or abilities. 7/7.					
Mutant's Acolyte	SC	C	•••	•••	UL
Echo. When Mutant's Acolyte comes into play, draw a card. 2/1.					
Mutant's Presence	EN	U	••	•	UL
Whenever a spell you play is countered, draw a card.					
Munch Silver	SC	C	•••	•••	TM
All Silvers get +1/+1. 1/1.					
Natural Spring	SOR	C	•••	•••	TM
Target player gains 8 life.					
Nature's Lore	SOR	U	•••	•••	IA,5th
Search your library for one forest and put it into play.					
Nature's Revolt	EN	R	•••	•••	TM
Search your library for one forest and put it into play.					
All lands are 2/2 creatures.					



When casting Harmonic Convergence, who chooses the order of the enchantments on top of the library?

The owner of each library chooses the order of the enchantments going onto that library. Also, they must show the order of the enchantments to all players before putting the enchantments on top.

Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.

Fungusaur SC R •••• 1/1 L,U,R,4th,5th

Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Elder SC U •••• 1/1 IA,5th

•• Add ••• to your mana pool. 1/1.

Gaea's Bounty SOR C •••• 1/1 UZ

Search your library for up to two forests, reveal them and put them into your hand.

Gaea's Embrace EC U •••• 1/1 UZ

Enchanted creature gets +3/+3 and gains trample and •• Regenerate.

Gang of Elk INS C •••• 1/1 UZ

Whenever a creature blocks it, Gang of Elk gets +2/+2 until end of turn. 5/4.

Giant Growth INS C •••• 1/1 L,U,R,4th,5th

Target creature gets +3/+3 until end of turn.

Giant Spider SC C •••• 1/1 L,U,R,4th,5th

Giant Spider can block creatures with flying. 2/4.

Gorilla Warrior SC C •••• 1/1 UZ

3/2.

Greater Good INS R •••• 1/1 UZ

Sacrifice a creature. Draw cards equal to the sacrificed creature's power, then choose and discard three cards.

Grazing Pastures EN R •••• 1/1 UZ

During each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Grazing token into play under his or her control.

Grizzly Bears SC C •••• 1/1 L,U,R,4th,5th

2/2.

Harmonic Convergence INS U •••• 1/1 UL

Return all enchantments to top of owner's library.

Harrow INS U •••• 1/1 TM

Sacrifice a land. Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

Hawkester Moth SC U •••• 1/1 UZ

Flying. Cannot be the target of spells or abilities. 1/2.

Heartwood Dryad SC C •••• 1/1 TM

Heartwood Dryad can block creatures with shadow. 2/1.

Hearthwood Giant SC R •••• 1/1 TM

Hearthwood Giant deals 2 damage to target player. 4/4.

MAGIC

The Gathering

Players Guide

NAME KIND CR RATING COST SETS FOUND

NAME	KIND	CR	RATING	COST	SETS FOUND
Needle Storm	SOR	U	•••		TM
Needle Storm deals 4 damage to each creature with flying.					
Nurturing Liquid	SC	U	•••		TM
•••: Liquid loses this ability and becomes a creature enchantment that reads "••• Regenerate enchanted creature" instead of a creature. Move Liquid onto target creature. You may ••• to end this effect. 1/1.					
Oath of Druids	R	R	•••		EX
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his / her library until he reveals a creature card, putting it into play and the rest into his graveyard.					
Overgrowth	EL	C	•••		SH
Whenever enchanted land is tapped for mana, it produces an additional •••.					
Overrun	SC	U	•••••		TM
All creatures you control get +3/+3 and gain trample until end of turn.					
Pincher Beetles	SC	C	•••		TM
Pincher Beetles cannot be the target of spells or abilities. 3/1.					
Plated Rootwalla	SC	C	•••		EX
•••: Rootwalla gets +3/+3 until end of turn. Use it only once each turn. 3/3.					
Pouncing Jaguar	SC	C	•••		UZ
Echo, 2/2					
Pradesh Gypsies	SC	C	•••		LG,4th,5th
•••: Give target creature -2/-2 until end of turn. 1/1.					
Predatory Hunger	EC	C	•••		EX
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on an enchanted creature.					
Priest of Titania	SC	C	•••		UZ
•••: Add ••• to your mana pool for each Elf in play 1/1.					
Primal Order	EN	R	•••••		HL,5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.					
Primal Rage	EN	U	•••		SH
All creatures you control gain trample.					
Provoker	INS	C	•••		SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.					
Pygmy Troll	SC	C	•••		EX
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn. •••:					
Regenerate Pygmy Troll. 1/1.					
Rabbit Wolverines	SC	C	•••		EX
For each creature that blocks it, Wolverines gets +1/+1 until end of turn. 4/4.					
Rabid Wombat	SC	U	•••••		LG,4th,5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.					
Radiant Spirit	SC	U	•••		LG,4th,5th
•••: Target creature loses flying ability until end of turn. 3/2.					
Rampant Growth	SC	C	•••		MG,THM
Search your library for a basic land card and put it into play, tapped.					
Rancor	EC	C	•••••		UZ
Enchanted creature gains +2/+0 and trample. When Rancor is put into a graveyard from play, return Rancor to owner's hand.					
Healthy Anchor	INS	C	•••		TM
Target creature loses shadow until end of turn. Draw a card.					
Reap	INS	U	•••		TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.					
Reclaim	INS	C	•••		EX
Put target card from your graveyard on top of your library.					
Recycle	EN	R	•••••		TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.					
Regeneration	EC	C	•••		LUR,THM,5th
•••: Regenerate enchanted creature.					
Rejuvenate	SOR	C	•••		UZ
Gain 6 life. Cycling •••.					
Repudiate	INS	C	•••		UL
Shuffle all creature cards from target player's graveyard into that player's library. Cycling •••.					
Respite	INS	C	•••		TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.					
Resuscitate	INS	U	•••		EX
Until end of turn, each creature you control gains •••: Regenerate this creature.					
Retaliation	EN	U	•••		UZ
Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."					
Root Maze	EN	R	••		TM
All artifacts and lands come into play tapped.					
Rootbreaker Wurm	SC	C	•••		TM
Trample, 6/6.					
Rootwalla	SC	C	•••		TM
•••: Gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
Rootwater Alligator	SC	C	•••		EX
Sacrifice a forest: Regenerate Rootwater Alligator. 3/2.					
Scaled Wurm	SC	C	•••		IA,5th
7/6.					
Scavenger Folk	SC	C	••		DK,CH,5th
•••: Sacrifice Scavenger Folk to destroy target artifact. 1/1.					
Scrapsnatch	SC	U	•••		TM
Protection from blue. While Scrapsnatch is being cast, it cannot be countered. 3/4.					
Scrib Sprites	SC	C	••		LUR,4th,5th
Flying, 1/1.					
Seeker of Skybreak	SC	C	•••••		TM
•••: Untap target creature. 2/1.					
Shandolin Dryads	SC	C	••		LUR,4th,5th
Forestwalk, 1/1.					
Shrink	INS	C	••		HL,5th
Target creature gets -5/-0 until the end of turn.					

MAGIC FACT The artwork on Veteran Bodyguard was modeled after actor Lou Ferrigno. Hulk smash!

NAME KIND CR RATING COST SETS FOUND

NAME	KIND	CR	RATING	COST	SETS FOUND
Silk Net	INS	C	••		UL
Target creature gets +1/+1 and can block creatures with flying until end of turn.					
Simian Grunts	SC	C	•••		SH
Echo. You may play Simian Grunts any time you could play an instant. 3/4.					
Skyshrub Archer	SC	C	••		SH
••: Target creature with flying gets +1/+1 until end of turn. 1/1.					
Skyshrub Elf	SC	C	••		TM
••: Add 1 to your mana pool. ••: Add •• or •• to your mana pool. 1/1.					
Skyshrub Elite	EC	C	••		EX
Elf gets +1/+2 as long as any opponent controls any nonbasic lands. 1/1.					
Skyshrub Ranger	SC	C	••		TM
••: Choose a land in your hand and put it into play. Play as a sorcery. 1/1.					
Skyshrub Troll	SC	C	•••		TM
•••: Regenerate Skyshrub Troll. 3/3.					
Skyshrub Troopers	SC	C	•••		SH
••: Add 1 to your mana pool. Play this ability as a mana source. 3/3.					
Skyshrub War Beast	SC	R	•••		EX
Trample. Skyshrub War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. •••.					
Song of Serenity	EN	U	••		EX
Creatures with any enchantments on them cannot attack or block.					
Spike Breeder	SC	R	•••		SH
Breeder comes into play with three +1/+1 counters on it. ••: Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. ••: Remove a +1/+1 counter from Breeder. Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.					
Sylvan Grunts	INS	C	•••		UL
You draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.					
Symbiosis	INS	C	•••••		UL
Two target creatures each get +2/+2 until end of turn.					
Tarpan	SC	U	••		IA,5th
You gain 1 life if Tarpan goes to the graveyard from play 1/1.					
Tempting Lizard	SC	U	••		SH
••: Lizard loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Lizard onto target creature. You may •• to end this effect. 2/2.					
Thicket Basilisk	SC	U	•••		LUR,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed at end of combat. 2/4.					
Titania's Boon	SOR	U	•••		UZ
Put a -1/+1 counter on each creature you control.					
Titania's Chosen	SC	U	•••		UZ
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen's 1/1.					
Titania's Song	LN	U	•••		AQR,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
Trained Armored	SC	C	•••		TM
3/3.					
Tranquility	SOR	C	•••		LUR,4th,5th,THM
Destroy all enchantments in play.					

KILLER COMBOS



Mmm. Bone Shredder. There's an unpleasant thought. Not unpleasant enough? How about shredding bones every turn? With Phyrexian Reclamation in play, you can skip the Shredder's echo cost, return it to your hand for a piddly two mana and cast it again. Now that's unpleasant—for your opponent.

NAME	KIND	CR	RATING	COST	SETS FOUND
Spike Colony	SC	C	•••		SH
Spike Colony comes into play with four +1/+1 counters on it. ••: Remove a +1/+1 counter from Colony. Put a +1/+1 counter on target creature. 0/0.					
Spike Drone	SC	C	•••		TM
Spike Drone comes into play with one +1/+1 counter on it. ••: Remove a +1/+1 counter from Drone. Put a +1/+1 counter on target creature. 0/0.					
Spike Feeder	SC	U	•••		SH
Spike Feeder comes into play with two +1/+1 counters on it. ••: Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0.					
Spike Hatcher	SC	R	••		EX
Spike Hatcher comes into play with six +1/+1 counters on it. ••: Remove a +1/+1 counter from Spike Hatcher. Put a +1/+1 counter on target creature. ••: Remove a +1/+1 counter from Spike Hatcher. Regenerate Spike Hatcher. 0/0.					
Spike Rogue	SC	U	•••		EX
Spike Rogue comes into play with two +1/+1 counters on it. ••: Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on target creature. ••: Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on target creature. ••: Remove a +1/+1 counter from Spike Rogue. 0/0.					
Spike Soldier	SC	U	•••••		SH
Soldier comes into play with three +1/+1 counters on it. ••: Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.					
Spike Weaver	SC	R	•••		EX
Spike Weaver comes into play with three +1/+1 counters on it. ••: Remove a +1/+1 counter from Spike Weaver. Put a +1/+1 counter on target creature. ••: Remove a +1/+1 counter from Spike Weaver. Creatures deal no combat damage this turn. 0/0.					
Spore	EN	R	•••		UZ
During your upkeep, you may put a fungus counter on target nonknight creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus counters. When Spore leaves play, remove all fungus counters from all creatures.					
Spreading Algae	EL	U	••		UZ
Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return Algae to owner's hand.					
Stampede	INS	R	•••••		IA,5th
All attacking creatures get trample and +1/+0 until end of turn.					
Storm Front	EN	U	•••		TM
••: Tap target creature with flying.					
Stream of Life	SOR	C	•••		LUR,4th,5th
Target player gains X life.					
Survival of the Fittest	EN	R	•••••		EX
••: Choose and discard a creature card. Search your library for a creature card, reveal that card to all players and put it into your hand.					
Wall of Blossoms	SC	U	•••••		SH
When Wall of Blossoms comes into play, draw a card. 0/4.					
Wall of Brambles	SC	U	•••		LUR,4th,5th
••: Regenerates. 2/3.					
Wanderlust	EC	U	•••		LUR,4th,5th
Do 1 damage to controller of target creature during upkeep.					
War Dance	EN	U	•••		UZ
During your upkeep you may put a counter on Dance. Sacrifice Target creature gets +X/+X until end of turn, where X is the number of counters on Dance.					
War Mammoth	SC	C	•••••		LUR,4th,5th
Trample. 3/3.					
Weatherseed Elf	SC	C	•••		UL
••: Target creature gains forestwalk until end of turn. 1/1.					
Weatherseed Trefoil	SC	R	•••••		JL
Trample. When Weatherseed Trefoil is put into a graveyard from play, return Weatherseed Trefoil to owner's hand. 5/3.					
Whirling Dervish	SC	U	•••••		LUR,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.					

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
ART Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC Summon Creature
AC Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL Legendary Land	SL Summon Legend	SOR Sorcery
CR Current Rarity	EL	Enchant Land	INS	Instant	MS Mana Source		

NAME	KIND	CR	RATING	COST	SETS FOUND
Whirlwind	SOR	R	***	●●●	UZ
Destroy all creatures with flying.					
Wild Dogs	SC	C	***	●	UZ
During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. 2/1.					
Wild Growth	EL	C	**	●	I.U.R.4th,IA.5th
Target land provides an extra +1/+0 when tapped for mana.					
Winding Worm	SC	C	***	●●●	UZ
Echo. 6/6.					
Wing Snare	SOR	U	***	●●●	UL
Destroy target creature with flying.					
Winter Blast	SC	U	***	●●●	LG.4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.					
Winter's Grasp	SC	U	***	●●●	TM
Destroy target land.					
Wolverine Pack	SC	C	**	●●●●	LG.5th
Rampage: 2/2/4.					
Wood Elves	SC	C	**	●●●	EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
Wyluli Wolf	SC	R	**	●●	AN,5th
Target creature gets +1/+1. 1/1.					
Yavimaya Bringer	SC	C	***	●●●	UL
Echo. When Bringer comes into play, you may search your library for a basic land card and put that land into play tapped. 2/2.					
Yavimaya Scion	SC	C	***	●●●	UL
Protection from artifacts. 4/4.					
Yavimaya Wurm	SC	C	***	●●●●	UL
Trample. 6/4.					

RED

About Face	INS	C	***	●	UL
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power after its toughness instead and vice versa, this turn					
Acidic Soil	SOR	U	**	●●	UZ
Acidic Soil deals 1 damage to each player for each land he controls.					
Aftershock	SOR	U	**	●●	TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.					
Ambush Party	SC	C	**	●●	HL.5th
First strike. May attack the turn it comes into play on your side. 3/1					
Amok	EN	R	**	●●	SH
Discard a card at random. Put a +1/+1 counter on target creature.					
Anarchist	SC	C	**	●●	EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.					
Ancient Runes	EN	J	**	●●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.					
Antagonism	EN	R	**	●●	UZ
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.					
Apocalypse	SOR	R	**	●●●●	TM
Remove all permanents from the game. Discard your hand.					
Arc Lighting	SOR	C	**	●●	UZ
Arc Lighting deals 3 damage divided as you choose among any number of target creatures and/or players.					
Atop	SC	C	**	●●	A.Q.R.5th
● Sacrifice an artifact. +2/+2, 1/2.					
Avalanche Riders	SC	J	**	●●	UL
Echo. Avalanche Riders is unaffected by summoning sickness. When Riders comes into play, destroy target land. 2/2.					
Ball Lightning	SC	R	***	●●●●	DK.4th,5th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 5/1.					
Barbed Silver	SC	U	**	●●	TM
Each Silver gains +1. This creature gets +1/+0 until end of turn. 2/2.					
Bedlam	EN	R	**	●●●	UZ
Creatures cannot block.					
Bird Maled	SC	C	**	●●	AN.4th,5th
Flying. 1/2					
Blood Frenzy	INS	C	**	●●	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, that creature.					
Blood Lust	INS	C	**	●●	LG.4th,5th
Target creature gets +4/+4. Its toughness cannot go below 1.					
Boil	INS	U	***	●●●	TM
Destroy all lands.					
Brand	INS	R	**	●●	UZ
Gain control of all permanents you own. Cycling.					
Brassclaw Orcs	SC	C	**	●●	FE.5th
Cannot be assigned to block creatures of power greater than 1. 3/2.					
Bravado	EC	C	**	●●	UZ
Enchanted creature gets +1/+1 for each other creature you control.					
Brothers of Fire	SC	C	***	●●●	DK.4th,5th
● Do 1 damage to any target and 1 damage to you. 2/2.					
Brute, The	EC	C	**	●●	LG.4th,5th
Target creature gains +1/+0. ● Regenerates.					
Bulwark	EN	R	**	●●●	UZ
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.					
Canary Draks	SC	R	**	●●●●	TM
Flying. ● Discard a card at random. Draks gets +2/+0 until end of turn. 1/2.					
Canyon Wildcat	SC	C	**	●●●	TM
Mountainwalk. 2/1.					
Cave People	SC	U	**	●●●●	DK.4th,5th
People get +1/2 until end of turn when they are attacking. ● Give target creature mountainwalk until end of turn. 1/4.					
Chaotic Goo	SC	R	**	●●●●	TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.					
Cinder Crawler	SC	C	**	●●●	EX
● Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked. 1/2.					
Conquer	EL	U	***	●●●●	IA.5th
Take control of target land.					
Convulsing Liquid	SC	U	**	●●●	SH
● Licit uses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Make Liquid onto target creature. You may ● to end this effect. 2/2.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Crater Hellion	SC	R	***	●●●●	UZ
Echo. When Hellion comes into play, it deals 4 damage to each other creature. 6/6.					
Craven Giant	SC	C	**	●●	SH
Craven Giant cannot block. 4/1.					
Crimson Manticore	SC	R	**	●●●●	LG.4th,5th
Flying. ● Do 1 damage to an attacking or blocking creature. 2/2.					
Crown of Flames	EC	C	**	●●●●	TM
● Enchanted creature gets +1/+0 until end of turn. ● Return Crown of Flames to owner's hand.					
Deadshot	SOR	R	**	●●●●	TM
Tap target creature. That creature deals damage equal to its power to another target creature.					
Desertate	SOR	U	***	●●●●	AD.R.4th,5th
Destroy target artifact and do X damage to its controller X is the casting cost of the artifact.					
Defender of Chaos	SC	C	**	●●●●	UL
Protector from white. You may play Defender any time you could play an instant.					
Disintegrate	SOR	C	***	●●●●	LG.4th,5th
Do X damage to target. If target dies this turn, remove it from game.					
Disorder	SOR	U	**	●●●●	UZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dizzying Gaze	EC	C	**	●●●●	EX
Play Dizzying Gaze only on a creature you control. ● Enchanted creature deals 1 damage to target creature with flying.					
Dromosaurus	SC	C	**	●●●●	UZ
Whenever Dromosaurus blocks or becomes blocked, it gets +2/+2 until end of turn. 2/3.					
Flow Ants	SC	U	**	●●●●	UZ
Ants deals 1 damage to each other creature without flying. 2/1.					
Fire Drake	SC	U	**	●●●●	DK.CK.5th
Flying. ● +1/+0. Only one can be played in this manner. 1/2.					
Fireball	SOR	C	****	●●●●	LG.R.4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay ● for each target beyond the first.					
Firebreathing	EC	C	***	●●●●	LG.R.4th,5th
● +1/+0.					
Friendly	SC	U	**	●●●●	TM
Flying. ● Friendly gets +1/+0 until end of turn. 1/1.					
Firelinger	SC	C	***	●●●●	TM
● deals 1 damage to target creature or player and 1 damage to you. 1/1.					
Flame Spirit	SC	U	**	●●●●	IA.5th
Do 4 damage to target player and each creature he or she controls.					
Flare	INS	C	**	●●●●	IA.MG.5th
Flare does 1 damage to any target. Centrip.					
Flashfire	SOR	U	***	●●●●	LG.R.4th,5th
Destroy all plains in play.					
Fling	INS	C	***	●●●●	SH
Sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to target creature or player.					
Flowstone Blade	EC	C	**	●●●●	SH
● Enchanted creature gets +1/+1 until end of turn.					
Flowstone Flood	SOR	U	***	●●●●	EX
Buyback +3 life. Discard a card at random. Destroy target land.					
Flowstone Giant	SC	C	***	●●●●	TM
● Flowstone Giant gets +2/+2 until end of turn. 3/3.					
Flowstone Hellion	SC	L	***	●●●●	SH
Flowstone Hellion is unaffected by summoning sickness. ● Flowstone Hellion gets +1/+1 until end of turn. 3/3.					
Flowstone Mauler	SC	R	***	●●●●	SH
Trample. ● Flowstone Mauler gets +1/+1 until end of turn. 4/5.					
Flowstone Salamander	SC	U	***	●●●●	TM
● Salamander deals 1 damage to target creature blocking it. 3/4.					
Flowstone Shambler	SC	C	**	●●●●	SH
● Flowstone Shambler gets +1/1 until end of turn. 2/2.					
Flowstone Wyvern	SC	R	***	●●●●	TM
Flying. ● Flowstone Wyvern gets +2/+2 until end of turn. 3/3.					
Furnace Brood	SC	C	**	●●●●	EX
● target creature cannot be regenerated this turn. 3/3.					
Furnace of Rath	EN	R	****	●●●●	TM
● Do 1 damage assigned to any creature or player.					
Furnace Spirit	SC	C	**	●●●●	SH
Furnace Spirit is unaffected by summoning sickness. ● Furnace Spirit gets +1/+0 until end of turn. 1/1.					
Gamble	SOR	R	***	●●●●	UZ
Search your library for a card and put it in your hand. Discard a card at random.					
Game of Chaos	SOR	U	***	●●●●	IA.5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.					
Ghira Fire-Eater	SC	U	**	●●●●	UL
● Sacrifice Fire Eater deals damage equal to its power to target creature or player. 2/2.					
Ghita Slinger	SC	C	***	●●●●	JL
Echo. When Slinger comes into play, it deals 2 damage to target creature or player. 2/2.					
Ghoul War Cry	EN	U	**	●●●●	JL
● Target creature gets +1/+0 until end of turn.					
Giant Strength	EC	C	***	●●●●	LG.4th,5th
Make target creature +2/+2.					
Goblin Bombardment	EN	U	***	●●●●	TM
Sacrifice a creature. Bombardment deals 1 damage to target creature or player.					
Goblin Cadets	SC	U	**	●●●●	UZ
When Goblin Cadets comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. 1/1.					
Goblin Digging Team	SC	C	**	●●●●	DK.5th
● Sacrifice Digging Team to destroy target wall. 1/1.					
Goblin Hero	SC	C	**	●●●●	DK.5th
2/2					
Goblin King	SC	R	**	●●●●	LG.R.4th,5th
AI Goblins gain mountainwalk and +1/+1. 2/2.					
Goblin Lackey	SC	U	***	●●●●	UZ
Whenever Lackey successfully damages a player, you may choose a Goblin card in your hand and put it into play. 1/1.					
Goblin Matron	SC	G	***	●●●●	UZ
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. 1/1.					
Goblin Medics	SC	C	**	●●●●	UL
Whenever Medics becomes tapped, it deals 1 damage to target creature or player. 1/1.					
Goblin Offensive	SOR	U	***	●●●●	UZ
Play X 1/1 red Goblin tokens into play.					
Goblin Patrol	SC	C	***	●●●●	UZ
Echo. 2/1.					
Goblin Raider	SC	C	**	●●●●	UZ
Cannot block. 2/2.					
Goblin Spelunker	SC	C	***	●●●●	UZ
Mountainwalk. 2/2.					
Goblin War Buggy	SC	C	***	●●●●	UZ
Echo. War Buggy is unaffected by summoning sickness. 2/2.					
Goblin War Drums	EN	R	***	●●●●	FE.5th
Each attacker you control may not be blocked with less than two creatures.					
Goblin Warrens	SC	R	***	●●●●	UL
● Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.					
Goblin Welder	SC	R	**	●●●●	UL
● Exchange target artifact a player controls for target artifact card in that player's graveyard 1/1.					
Grain Grip	EC	C	**	●●●●	UL
Enchanted creature gets +1/+0 for each mountain you control.					
Guardian	SC	U	***	●●●●	UZ
Protection from blue. 2/2.					
Hand to Hand	EN	R	***	●●●●	TM
Instant and abilities requiring activation cost cannot be played during combat.					
Harves	EN	U	**	●●●●	TM
Whenever target opponent casts a white spell, he or she loses 2 life.					
Headlong Rush	INS	R	**	●●●●	UZ
AI attacking creatures gain first strike until end of turn.					
Heart Silver	SC	C	**	●●●●	TM
All Silvers are unaffected by summoning sickness. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Crater Hellion	SC	R	***	●●●●</	

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Heat of Battle	EN	U	•••	SH	
Whenever any creature blocks, Heat deals 1 damage to that creature's controller.					
Heat Ray	INS	C	•••	UZ	
Heat Ray deals X damage to target creature.					
Hill Giant	SC	C	•••	LUR4th,5th	
3/3					
Hurion Minotaur	SC	C	•••	LUR4th,5th	
2/3					
Impending Disaster	EN	R	•••	UL	
During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands.					
Imposing Visage	EC	C	•	IA,5th	
Target creature cannot be blocked by less than 2 creatures.					
Incinerate	INS	C	•••	IA,MC,5th	
Do 3 damage to any target. Creatures may not regenerate.					
Inferno	INS	R	•••	DK4th,5th	
Do 5 damage to all players and all creatures.					
Invasion Plans	EN	R	•••	SH	
Each creature blocks whenever able. Attacking player chooses how creatures block.					
Ironclaw Curse	EC	R	•	HL,5th	
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.					
Ironclaw Orcs	SC	C	•••	LUR4th,5th	
May only block creatures of power equaling 1 or less. 2/2.					
Jackal Pup	SC	U	•	TM	
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1					
Jagged Lightning	SDR	J	•••	JZ	
1 lightning deals 3 damage to target creature and 3 damage to another creature.					
Joltshaus	SDR	R	•••	IA,5th	
Bury all artifacts, creatures and anis.					
Keeper of the Flame	SC	L	•••	EX	
•••: Keeper of the Flame deals 2 damage to target opponent. Pay this ability only if that opponent has more life than you. 1/2					
Kelton Warlord	SC	U	•••••	LUR4th,5th	
* is the number of non-wt creatures in play on your side. */					
Kindle	INS	C	•••••	TM	
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.					
Last-Ditch Effort	INS	J	•••	UL	
Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.					
Lava Axe	SDR	C	•••	UL	
Lava Axe deals 5 damage to target player.					
Lay Waste	SDR	C	•••	UZ	
Destroy target land. Cycling.					
Lightning Blast	INS	C	•••	TM	
Lightning Blast deals 4 damage to target creature or player.					
Lightning Dragon	SC	R	•••	UZ	
Flying echo. Lightning Dragon gets +1/+0 until end of turn. 4/4.					
Lightning Elemental	SC	C	•••	TM	
Lightning Elemental is unaffected by summoning sickness. 4/1.					
Loveland Giant	SC	C	•••	TM	
4/3.					
Mage Il-Vec	SC	C	•••	EX	
Discard a card at random. Mage Il-Vec deals 1 damage to target creature or player. 2/2					
Magnasmar	SC	R	•••	TM	
Magnasmar comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnasmar, or sacrifice Magnasmar and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.					
Mana Clash	SDR	R	•	DK4th,5th	
Crosses a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.					
Mana Flare	EN	R	•••	LUR4th,5th	
Each and produces an extra mana of its normal type.					
Manobards	EN	R	•••	LUR4th,5th	
Do 1 damage to controller whenever he draws mana from any land.					
Manical Rage	EC	C	•••	EX	
Enchanted creature gets +2/+2 and cannot block.					
Meldstone	SDR	U	•••	UZ	
Destroy each artifact with total casting cost X or less.					
Mob Justice	SDR	C	•••	SH	
Mob Justice deals 1 damage to target player for each creature you control.					
Mogg Assassin	SC	U	•••	EX	
Flip a coin. If you win the flip, destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice. 2/1					
Mogg Bombers	SC	C	•••	SH	
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player 3/4.					
Mogg Conscripts	SC	C	•••	TM	
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2.					
Mogg Fanatic	SC	C	•••	TM	
Sacrifice Fanatic: Fanatic deals 1 damage to target creature or player. 1/1.					
Mogg Flunkies	SC	C	•••	SH	
Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. 3/3.					
Mogg Infestation	SDR	R	•••	SH	
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. These tokens are 1/1 red creatures.					
Mogg Maniac	SC	U	•••	SH	
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Mogg Raider	SC	C	••	TM	
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1.					
Mogg Squad	SC	U	•••	TM	
Mogg Squad gets -1/-1 for each other creature in play 3/8.					
Mullen Hydra	SC	R	•••	UL	
•••: Put a +1/+1 counter on Hydra. Remove all +1/+1 counters from Hydra: Hydra deals 1 damage to target creature or player for each +1/+1 counter removed this way. 1/1.					
Mun's Goblin Raiders	SC	C	•	LUR4th,5th	
1/1.					
Monstrous Roar	SC	R	•••	EX	
Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player. 4/4.					
Mountain Goat	SC	C	•••	IA,5th	
Mountainwalk, 1/1.					
No Quarter	EN	R	•••	TM	
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Orth of Magics	EN	R	•••	EX	
During each player's upkeep, if that player has less life than target opponent, he or she may have Orth deal 1 damage to that opponent.					
Ogre Shaman	SC	R	•••	EX	
Ogre: Discard a card at random: Deal 2 damage to target creature or player 3/3					
Okk	SC	R	•••	UZ	
Okk cannot attack unless a creature with greater power also attacks. Okk cannot block unless a creature with greater power also blocks. 4/4					
Onslaught	EN	C	•••	EX	
Whenever you successfully cast a creature spell, tap target creature.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Pyromancy	EN	R	•••	UL	
•••: Dissard a card at random: Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.					
Pyrotechnics	SOR	U	•••	LG,4th,5th	
Do 4 damage divided any way among number of targets.					
Rack and Roll	INS	U	•••	UL	
Destroy two target artifacts.					
Raging Goblin	SC	C	•••	EX	
Raging Goblin is unaffected by summoning sickness. 1/1.					
Rain of Salt	SOR	U	•••	UZ	
Destroy two target lands.					
Rathi Dragon	SC	R	•••••	TM	
Flying: When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon 5/5					
Ravenous Baboon	SC	R	•••	EX	
When Baboons comes into play, destroy target nonbasic land. 2/2.					
Raze	SC	C	•••	UZ	
At the time you play Raze, sacrifice a land. Destroy target land.					
Rockless Ogre	SC	C	•••	EX	
If Ogre attacks and no other creatures do it gets -3/+0 until end of turn. 3/2.					
Reflexes	EC	C	•••	UZ	
Enchanted creature gains first strike.					
Renegade Warlord	SC	U	•••	TM	
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.					
Retromancer	SC	C	•••	UZ	
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. 3/3.					

KILLER COMBOS



Blue isn't the best when it comes to creature-elimination, but by slowing things down you can convince your opponent's tired creatures to retire. Tack a Slow Motion on an offending beastie and then cast Exhaustion when your opponent is low on mana. And uh, well, that's it. Next combo...

Opportunist

SC U ••• TM

•••: Opportunist deals 1 damage to target creature that was damaged this turn. 2/2.

Orchis Artillery

SC U ••••• LUR4th,5th

•••: Does 2 damage to any target and 3 damage to you. 1/3. Misprint: Alpha version lists casting cost as •••.

Orchis Captain

SC C ••••• FE,5th

•••: Crosses target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -1/-1.

Orchis Scepter

SC C ••••• IA,5th

•••: Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.

Orchis Farmer

SC C ••••• IA,5th

•••: Turn target and into a swamp until its controller's next untap. 2/2.

Orchis Offrenda

EN U ••••• IA,5th

All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as •••.

Orchis Squatters

SC R ••••• IA,5th

If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.

Org

SC R ••••• FE,5th

•••: Example. Can't attack if opponent has an unattacked creature of power greater than 2. 2/6.

Outmaneuver

INS U ••••• UZ

X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.

Pallidum

SC R ••••• TM

••• is equal to the number of tapped lands target opponent controls. *3.

Pandemonium

EN R ••••• EX

Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.

Panic

INS C ••••• IA,5th

Target may not block Centrip.

Parch

INS C ••••• UL

Choose one: Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creatures.

Paroxysm

EC U ••••• EX

During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. 1/1.

Pygmy Pyrosaur

SC C ••••• UL

Cannot block. •••: Pyrosaur gets +1/+1 until end of turn. 1/1.

Pyroblast

INT C ••••• IA,5th

Counter target spell or destroy target permanent if it is blue.

Rivalry

EN R ••••• UL

During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.

Rolling Thunder

SOR C ••••• TM

Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

Rumination

SOR R ••••• SH

Destroy all nonbasic lands.

Rumbling Crescendo

EN R ••••• UZ

During your upkeep, you may put a counter on Crescendo. •••: Sacrifice: Destroy up to X target lands, where X is the number of counters on Crescendo.

Sabertooth Tiger

SC C ••••• IA,5th

First strike, 2/1.

Sabertooth Wyvern

SC U ••••• EX

Flying, first strike, 3/2.

Sandstone Warlord

SC C ••••• TM

First strike. •••: Sandstone Warlord gets +1/+0 until end of turn. 1/3.

Scalding Salamander

SC U ••••• EX

Scaling Salamander deals 1 damage to each creature without flying, defending player controls. Play this ability only if Scaling Salamander is attacking and only once each turn. 2/1.

Scoured Earth

SOR R ••••• TM

Chorus and discard X land cards: Destroy X target lands.

Seaworm

SC R ••••• UZ

During your upkeep, flip a coin. If you lose, return Worm to owner's hand. 7/7.

Scrap

Destroy target artifact. Cycling.

Searing Touch

INS U ••••• TM

Buyback •••: Searing Touch deals 1 damage to target creature or player.

Seething Anger

SOR C ••••• SH

Buyback •••: Target creature gets +3/+0 until end of turn.

Seismic Assault

EN R ••••• EX

Choose and discard a land card: Deal 2 damage to target creature or player.

Shadowstorm

SOR U ••••• TM

Shadowstorm deals 2 damage to each creature with shadow.

Shard Phoenix

SC R ••••• SH

Flying. •••: Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your graveyard and only during your upkeep. Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying, 2/2.

Shatter

INS C ••••• TM

Destroy target artifact.

Shattering Pulse

INS C ••••• EX

Buyback •••: Destroy target artifact.

Shatterstorm

SOR R ••••• AQR,5th

Bury all artifacts in play.

MAGIC FACT Chromium is the only Magic card to share its full name with a chemical element.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature

AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend

CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

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Holy Strength	EC	C	**	*	LUR 4th 5th
Target creature gains +1/+2.					
Honor Guard	SC	C	**	*	SH
• Honor Guard gets +3/+1 until end of turn 1/1.					
Hope and Glory	INS	U	**	**	UL
Untap two target creatures. Each of these gets +1/+1 until end of turn.					
Humble	INS	U	**	**	UZ
Target creature loses all abilities and is a 1/1 creature.					
Humility	EN	R	***	**	TM
Each creature loses all abilities and is a 1/1 creature.					
Iconian Phalanx	SC	U	**	**	FE 5th
Bonus 2/4.					
Iconian Scout	SC	C	**	*	FE 5th
• Give target creature first strike 1/1.					
Iconian Town	SOR	R	***	**	FE 5th
Put four Citizen tokens which are 1/1 white creatures in play.					
Intrepid Hero	SC	R	***	**	UZ
• Destroy target creature with power 4 or greater 1/1.					
Invulnerability	INS	U	**	**	TM
Buoyant. • Prevent all damage to you from one source.					
Iron Will	INS	C	**	*	UL
Target creature gets +0/+4 until end of turn.					
Island Sanctuary	EN	R	**	**	LUR 4th 5th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.					
Ivory Guardians	SC	U	**	**	LG.C 5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.					
Justice	EN	U	**	**	LG.C 5th
You must pay ** during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.					
Karma	EN	U	**	**	LUR 4th 5th
During each player's upkeep, he takes 1 damage for each swamp he controls.					
Karmic Guide	SC	R	***	**	UL
Flying; protection from black; echo. When Karma Guide comes into play, choose target creature card in your graveyard and put that creature into play 2/2.					
Keeper of the Light	SC	U	**	**	EX
• Gain 3 life. Use only if you have less life than target opponent. 1/2.					
Kismet	EN	U	**	**	LG 4th 5th
All of target opponent's creatures, lands and artifacts enter play tapped.					
Kjeldoran Royal Guard	SC	R	***	**	LG 5th
• Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.					
Kjeldoran Skycaptain	SC	U	**	**	LG 5th
Flying, banding, first strike 2/2.					
Knight of Dawn	SC	U	**	**	TM
First strike. Knight gains protection from a color of your choice until end of turn. 2/2.					
Knighthood	EN	U	**	**	UL
All creatures you control gain first strike.					
Kor Chant	INS	C	**	**	EX
Redirect to target creature all damage dealt to any one creature you control from any one source.					
Lancers en-Kor	SC	U	**	**	SH
Trample. • Redirect 1 damage from Lancers to a creature you control 3/3.					
Light of Day	EN	U	**	**	TM
Black creatures cannot attack or block.					
Limited Resources	EN	R	**	*	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.					
Marble Titan	SC	R	**	**	TM
Creatures with power 3 or greater do not untap during their untap phases 3/3.					
Martyr's Cause	EN	U	**	**	UL
Sacrifice a creature: Prevent all damage to a creature or player from one source.					
Master Decoy	SC	C	**	**	TM
• Tap target creature. 1/2.					
Mesa Falcon	SC	C	**	**	LG 5th
Flying. • +0/+1 until end of turn 1/1.					
Mesa Pegasus	SC	C	**	**	LUR 4th 5th
Flying, banding 1/1.					
Monk Idealist	SC	U	**	**	UZ
When Iteat comes into play, return target enchantment card from your graveyard to your hand. 2/2.					
Monk Realist	SC	C	**	**	UZ
When Realist comes into play, destroy target enchantment. 1/1.					
Mother of Runes	SC	D	**	*	UL
• Target creature you control gains protection from a color of your choice until end of turn. 1/1.					
Mounted Archers	SC	C	**	**	TM
Can block creatures with flying. • Can block an additional creature this turn. 2/3.					
Nomeads en-Kor	SC	C	**	**	SH
• Redirect 1 damage from Nomeads en-Kor to a creature you control. 1/1					
Orth of Lies	EN	R	**	**	EX
During each player's upkeep if he controls fewer lands than target opponent, he may search his or her library for a basic land card and put that into play.					
Opal Acroith	EN	U	**	**	UZ
Whenever an opponent successfully casts a creature spell if Acroith is an enchantment, it becomes a 2/4 Guardian creature. • Acroith becomes an enchantment.					
Opal Avenger	EN	R	**	**	UL
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
Opal Archangel	EN	R	**	**	UZ
When one of your opponents successfully casts a creature spell Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.					
Opal Caryatid	EN	C	**	*	UZ
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Opal Champion	EN	T	**	*	UL
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
Opal Gargoyle	EN	R	**	**	UZ
When one of your opponents successfully casts a creature spell, if Gargoyle is an enchantment, Gargoyle becomes a 2/2 flying Gargoyle.					
Opal Titan	EN	R	***	**	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
Oracle en-Vee	SC	R	**	*	TM
Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and if other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
Order of the Sacred Tusk	SC	R	***	**	IA,5th
• Pay 1 life to counter a black spell 2/2.					
Order of the White Shield	SC	U	**	**	IA,5th
Protection from black. • +1/+0 First Strike. 2/1.					
Orim, Samite Healer	SL	R	***	**	TM
Counts as a Cleric. • Prevent up to 3 damage to any creature or player. 1/3.					
Orim's Prayer	EN	U	**	**	TM
Choose a creature, gain 1 life for each attacking creature.					
Pacificism	EC	C	***	**	MGT, TM, UZ
Enchanted creature cannot attack or block.					
Paladin en-Vee	SC	R	***	**	EX
First strike, protection from black, protection from red. 2/2.					
Parish	EC	R	**	**	UL
Redirect to enchanted creature all damage dealt to you.					
Path of Peace	SOR	C	**	*	UL
Destroy target creature. That creature's owner gains 4 life.					
Peace and Quiet	INS	U	**	**	UL
Destroy target enchantments.					
Peace of Mind	EN	U	**	**	EX
• Choose and discard a card. Gain 3 life.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Reaping the Rewards	INS	C	**	*	EX
Buyback. Sacrifice a land and Gain 2 life.					
Reconnaissance	EN	U	**	*	EX
• Remove target attacking creature you control from combat and untap it.					
Redeem	EN	R	**	**	UZ
Prevent all damage to one or two creatures.					
Remembrance	EN	R	***	**	UZ
Wherever a nonblack creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
Repentance	SOR	U	**	**	TM
Target creature does to itself damage equal to its power					
Reputant Blacksmith	SC	C	***	**	AN, CH, 5th
Protection from red. 1/2					
Reverse Damage	INS	R	***	**	LUR 4th 5th
All damage from any one source is instead dealt to your life total.					
Righteousness	INS	R	**	*	LUR 4th 5th
Target defending creature gets +1/+1 until end of turn.					
Rolling Stones	EN	R	**	**	SH
Walls can attack as though they were not Walls.					
RoP: Artifacts	EN	U	**	**	UZ
• Prevent all damage to you from an artifact source. Cycling.					
RoP: Black	EN	C	**	**	UZ
• Prevent all damage to you from a black source. Cycling.					
RoP: Blue	EN	C	**	**	UZ
• Prevent all damage to you from a blue source. Cycling.					
RoP: Green	EN	C	**	**	UZ
• Prevent all damage to you from a green source. Cycling.					
RoP: Lands	EN	R	**	**	UZ
• Prevent all damage to you from a land source. Cycling.					
RoP: Red	EN	C	**	**	UZ
• Prevent all damage to you from a red source. Cycling.					
RoP: White	EN	C	**	**	UZ

KILLER COMBOS



MONOLITH When a black mage goes on a homicidal rampage, there is no mercy—no justice—for your opponent's creatures. With the Jade Monolith, any creature that damages one of your creatures will quickly find itself six-feet under, as long as you're willing to suck up some damage through the Monolith. Works especially well when wiping out those pesky blockers...

Pearled Unicorn

SC C • **

2/2

Pegasus Charger

SC C **

Flying, first strike. 2/1.

Pegasus Refuge

EN R • **

TM

• Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Pegasus Stampede

SOR U ***

TM

Buyback. Sacrifice a land. Put a 1/1 white flying Pegasus token into play.

Penance EN U *** | EX |

Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source.

Personal Incarnation SC R *** | ** |

LUR 4th 5th

Owner may redirect any amount of damage done to Incarnation to himself instead.

If Incarnation dies, its owner gains his life (round up). 6/8.

Pierkem SC C *** | ** |

DK, 4th 5th

Banding, first strike. 1/1.

Planar Birth SOR R *** | ** |

Put all basic lands from all graveyards into play under their owners control.

Planar Collapse EN R *** | ** |

During your upkeep, if there are four or more creatures in play, sacrifice Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.

Presence of the Master EN U *** | ** |

Whenever a player plays an enchantment spell, counter it.

Prismatic Ward EC C *** | ** |

IA, 5th

• Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Purify SOR R ** | ** |

Destroy all artifacts and enchantments.

Pursuit of Knowledge EN R *** | ** |

SH

Skip drawing a card: Put a draw counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit: Draw seven cards.

Quickenig Lich SC U ** | ** |

• Lich becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay 1 to end this effect. 1/1.

Radiant, Archangel SL R *** | ** |

• Radiant, Archangel gets +1/+1 for each other creature with flying in play. 3/3.

Radiant, Archangel SC U *** | ** |

Echo: When Radiant, Archangel comes into play gain 5 life. 2/5.

Radiant's Judgment INS C *** | ** |

Destroy target creature power 4 or greater. Cycling.

Radiant, Archangel EN R *** | ** |

When you have 10 life or less, Radiant, Archangel becomes a 3/5 creature that counts as a guardian.

Radiant, Archangel EN R *** | ** |

When one of your opponents successfully casts a creature spell Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.

Radiant, Archangel EN C ** | * |

When one of your opponents successfully casts a creature spell, if Radiant, Archangel is an enchantment, Radiant, Archangel becomes a 2/2 Soldier.

Radiant, Archangel EN R *** | ** |

When one of your opponents successfully casts a creature spell Archangel becomes a 2/2 flying Gargoyle.

Radiant, Archangel EN R *** | ** |

When one of your opponents successfully casts a creature spell, if Radiant, Archangel is an enchantment, Radiant, Archangel becomes a 2/2 Soldier.

Radiant, Archangel EN R *** | ** |

When one of your opponents successfully casts a creature spell Archangel becomes a 2/2 flying Gargoyle.

Radiant, Archangel EN R *** | ** |

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Radiant, Archangel EN R *** | ** |

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Radiant, Archangel EN R *** | ** |

When one of your opponents successfully casts a creature spell, if Radiant, Archangel is an enchantment, Radiant, Archangel becomes a 2/2 Soldier.

Radiant, Archangel EN R *** | ** |

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Players Guide Spotlight

Pokémon Trading Card Game



POKE-POWER They're so cute it's sickening, and now they've invaded the U.S.

Starting as a tiny blip on the CCG radar back in the late fall of 1998, the Pokémon Trading Card Game rolled into game stores this winter like a "Deep Impact" tsunami, leaving gamer veteran and newbie alike gasping for more boosters. It shouldn't have been a surprise. In Japan, "Pokémon" amassed \$4 billion in just one year by selling 400 million CCG cards, one million music CDs, and gajillions of Gameboy cartridges, plush toys and other goodies. Nintendo showered fans with great promo cards in the Japanese gaming magazines, ranging from fun cards like surfing Pikachu to tournament killers like a monstrous pokémon which smites the opposition for 200 points of damage! Hopefully, these promos will make their way into the U.S. as well.

NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
POKÉMON							
Abra	Basic	30	80				
				•	Psynock. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.		
Alakazam	Stage 2	80	80	••••	R		
					Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before you attack), you may move 1 damage counter from 1 Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed. •••• Confuse Ray. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.		
Arcanine	Stage 1	100	80	••••	U		
					Evolves from Growlithe. •••• Flamethrower. Does 50 damage. Discard 1 Energy card attached to Arcanine in order to use this attack.		
					•••• Take Down. Does 80 damage. Arcanine takes 30 damage.		
Beedrill	Stage 2	80	80	•	R		
					Evolves from Kakuna. •••• Twinneedle. Flip 2 coins. This attack does 30 damage times the number of heads. •••• Poison Sting. Does 40 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.		
Blastoise	Stage 2	100	80	••••	R		
					Evolves from Wartortle. Pokémon Power: Rain Dance. As often as you like during your turn (before you attack), you may attach 1 Energy card to 1 of your Pokémons. (This doesn't use up 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed. •••• Hydro Pump. Does 40 damage plus 10 more damage for each • Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra • Energy after the 2nd doesn't count.		
Bulbasaur	Basic	40	80	•	C		
					•••• Leech Seed. Does 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.		
Caterpie	Basic	40	80	•	C		
					•••• String Shot. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.		
Chansey	Basic	120	80	•	R		
					•••• Scrunch. Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. •••• Double edge. 80 damage. Chansey takes 80 damage to itself.		
Charizard	Stage 2	120	80	••••	R		
					Evolves from Charmander. Pokémon Power: Energy Burn. As often as you like during your turn (before you attack) you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed. •••• Fire Spin. Discard 2 Energy cards attached to Charizard in order to use this attack.		
Charmander	Basic	50	80	•	C		
					•••• Scratch. Does 10 damage. •••• Ember. Does 30 damage. Discard 1 Energy card attached to Charmander in order to use this attack.		
Charmeleon	Stage 1	80	80	•	U		
					Evolves from Charmander. •••• Slash. Does 30 damage. •••• Flamethrower. Does 50 damage. Discard 1 Energy card attached to Charmeleon in order to use this attack.		
Clefairy	Basic	40	80	•	R		
					•••• Sing. Flip a coin. If heads, the Defending Pokémon is now Asleep. •••• Metronome. Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still colorless.)		

NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Dewgong							
	Stage 1	80	80	••••	U		
					Evolves from Seal. •••• Aurora Beam. Does 50 damage. •••• Ice Beam. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.		
Diglett	Basic	30	80	•	C		
					•••• Dig. Does 10 damage. •••• Mud Slap. Does 30 damage.		
Doduo	Basic	50	80	•	C		
					•••• Fury Attack. Flip 2 coins. This attack does 10 damage times the number of heads.		
Dragonair	Stage 1	80	80	•	R		
					Evolves from Dratini. •••• Slam. Flip 2 coins. This attack does 30 damage times the number of heads. •••• Hyper Beam. Does 20 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.		
Dratini	Basic	40	80	•	U		
					•••• Pound. Does 10 damage.		
Drowzee	Basic	50	80	•	C		
					•••• Pound. Does 10 damage. •••• Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.		
Dugtrio	Stage 1	70	80	••••	R		
					Evolves from Dilect. •••• Slash. Does 40 damage.		
					•••• Earthquake. Does 70 damage and does 10 damage to each of your own Benched Pokémons. (Don't apply Weakness and Resistance for Benched Pokémons.)		
Electrabuzz	Basic	70	80	•	R		
					•••• Thunder Shock. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. •••• Thunderpunch. Flip a coin. If heads, this attack does 30 damage plus 10 more damage, if tails, this attack does 30 damage plus Electrabuzz does 10 damage to itself.		
Electrode	Stage 1	80	80	•	R		
					Evolves from Voltorb. Pokémon Power: Buzzap. At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémons. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused or Paralyzed. •••• Electric Shock. Does 50 damage. Flip a coin. If tails, Electrode does 10 damage to itself.		
Farfetch'd	Basic	50	80	•	U		
					•••• Leek Slap. Does 30 damage. Flip a coin. If tails, this attack does nothing. Either way you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the bench won't let you use it again). •••• Pot Smash. Does 30 damage.		
Gastly	Basic	30	80	•	C		
					•••• Sleeping Gas. Flip a coin. If heads, the Defending Pokémon is now Asleep. •••• Destiny Bond. Discard 1 Psychic Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.		
Growlithe	Basic	60	80	•	U		
					•••• Flare. Does 20 damage.		
Gyarados	Stage 1	100	80	••••	R		
					Evolves from Magikarp. •••• Dragon Rage. Does 50 damage. •••• Bubblebeam. Does 40 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.		
Haunter	Stage 1	60	80	•	U		
					Evolves from Gasty. •• Hypnosis. The Defending Pokémon is now Asleep. •••• Dream Eater. Does 50 damage. You can't use this attack unless the Defending Pokémon is Asleep.		
Hitmonchan	Basic	70	80	•	R		
					•••• Jab. Does 20 damage. •••• Special Punch. Does 40 damage.		

NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Ivysaur							
	Stage 1	60	80	•	U		
					Evolves from Bebasaur. •••• Vine Whip. Does 30 damage. •••• Poisonpowder. Does 20 damage. The Defending Pokémon is now Poisoned.		
Jynx	Basic	70	80	•	U		
					•••• Double Slap. Flip 2 coins. This attack does 10 damage times the number of heads. •••• Meditate. Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.		
Kadabra	Stage 1	60	80	•	U		
					Evolves from Abra. •••• Recover. Discard 1 Psychic Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra. •••• Super Pay. Does 50 damage.		
Kakuna	Stage 1	60	80	•	U		
					Evolves from Weedle. •••• Stiffen. Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.) •••• Poisonpowder. Does 20 damage. If heads, the Defending Pokémon is now Poisoned.		
Koffing	Basic	50	80	•	C		
					•••• Foul Gas. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, it is now Confused.		
Macamp	Stage 2	100	80	•	R		
					Evo yes from Machoke. Pokémon Power: Strikes Back. Whenever your opponent's attack damages Macamp (even if Macamp is Knocked Out), that power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Macamp is already Asleep, Confused, or Paralyzed when your opponent attacks.		
Machoke	Stage 1	80	80	•	U		
					Evolves from Machop. •••• Karate Chop. Does 50 damage minus 0 damage for each damage counter on Machoke. •••• Submission. Does 60 damage. Machoke does 20 damage to itself.		
Machop	Basic	50	80	•	C		
					•••• Low Kick. Does 20 damage.		
Magikarp	Basic	30	80	•	U		
					•••• Tackle. Does 10 damage. •••• Flail. Does 10 damage times the number of damage counters on Magikarp.		
Magmar	Basic	50	80	•	U		
					•••• Fire Punch. Does 30 damage. •••• Flamethrower. Does 50 damage. Discard 1 Energy card attached to Magmar in order to use this attack.		
Magnemite	Basic	40	80	•	C		
					•••• Thunder Wave. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. •••• Selfdestruct. Does 40 damage. Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémons.) Magnemite does 40 damage to itself.		
Magneton	Stage 1	60	80	•	R		
					Evolves from Magnemite. •••• Thunder Wave. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now paralyzed.		
					•••• Selfdestruct. Does 80 damage and does 20 damage to each Pokémon on each player's bench. (Don't apply Weakness and Resistance for the Benched Pokémons.) Magneton does 80 damage to itself.		
Metapod	Stage 1	70	80	•	C		
					Evolves from Caterpie. •••• Stiffen. Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of attacks still happen.) •••• Stun Spore. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.		

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NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Mewtwo	Basic	●	60	●	●	●	R
●●●Psychic. Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. ●●● Barrier. Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.							
Nidoking	Stage 2	●	90	●	●	●	R
Evolves from Nidoran. ●●● Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, this attack does 30 damage plus Nidoking does 10 damage to itself. ●●● Toxic. Does 20 damage. Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).							
Nidorina	Stage 1	●	60	●	●	●	U
Evolves from Nidoran. ●●● Double Kick. Flip 2 coins. This attack does 30 damage times the number of heads. ●●● Horn Drill Does 50 damage.							
Ninetales	Stage 1	●	80	●	●	●	R
Evolves from Vulpix. ●●● Lure. If your opponent has any Benched Pokémon, choose 1 of them and switch it with your or her active Pokémon. ●●● Fire Blast. Does 80 damage. Discard 1 Energy card attached to Ninetales in order to use this attack.							
Nidoran	Basic	●	40	●	●	●	C
●●● Horn Hazard. Does 30 damage. Flip a coin. If tails, this attack does nothing.							
Onix	Basic	●	90	●	●	●	C
●●● Rock Throw. Does 10 damage. ●●● Harden. During your opponent's next turn, whenever 30 or less damage is done to Onix after applying Weakness and Resistance, prevent that damage. (Any other effects of attacks still happen.)							
Pidgeotto	Stage 1	●	60	●	●	●	R
Evolves from Pidgey. ●●● Whirlwind. Does 20 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) ●●● Mirror Move. If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.							
Pidgey	Basic	●	40	●	●	●	C
●●● Whirlwind. Does 10 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)							
Pikachu	Basic	●	40	●	●	●	C
●●● Gnaw. Does 10 damage. ●●● Does 30 damage. Flip a coin. If tails, Pikachu does 10 damage to itself.							
Poliwag	Basic	●	40	●	●	●	C
●●● Water Gun. Does 10 damage plus 10 more damage for each Energy attached to Poliwag, but not used to pay for this attack's cost. Extra Energy after the 2nd don't count.							
Poliwhirl	Stage 1	●	60	●	●	●	U
Evolves from Poliwag. ●●● Amnesia. Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn. ●●● DoubleSlam. Flip 2 coins. This attack does 30 damage times the number of heads.							
Poliwrath	Stage 2	●	90	●	●	●	R
Evolves from Poliwhirl. ●●● Water Gun. Does 30 damage plus 10 more damage for each Water Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Water Energy after the 2nd doesn't count. ●●● Whirlpool. Does 40 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.							
Ponyta	Basic	●	40	●	●	●	C
●●● Smash Kick. Does 20 damage. ●●● Flame Tail. Does 30 damage.							
Porygon	Basic	●	30	●	●	●	U
●●● Conversion 1. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. ●●● Conversion 2. Change Porygon's Resistance to your choice other than Colorless.							
Raichu	Stage 1	●	80	●	●	●	R
Evolves from Pikachu. ●●● Agility. Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. ●●● Thunder Does 60 damage. Flip a coin. If tails, Raichu does 30 damage to itself.							
Raticate	Stage 1	●	60	●	●	●	U
Evolves from Rattata. ●●● Does 20 damage. ●●● Super Fang. Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).							
Rattata	Basic	●	30	●	●	●	C
●●● Bite. Does 20 damage.							
Sandsrew	Basic	●	40	●	●	●	C
●●● Sand-attack. Does 10 damage. If the Defending Pokémon tries to attack during your opponent's next turn, opponent flips a coin. If tails, this attack does nothing.							
Seel	Basic	●	60	●	●	●	U
●●● Headbut. Does 10 damage.							
Squirtle	Basic	●	40	●	●	●	C
●●● Bubble. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. ●●● Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn.							
Starmie	Stage 1	●	60	●	●	●	C
Evolves from Staryu. ●●● Recover. Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie. ●●● Star Freeze. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.							
Staryu	Basic	●	40	●	●	●	C
●●● Slap. Does 20 damage.							
Tangela	Basic	●	50	●	●	●	C
●●● Bind. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. ●●● Poisontwister. Does 20 damage. The Defending Pokémon is now Paralyzed.							

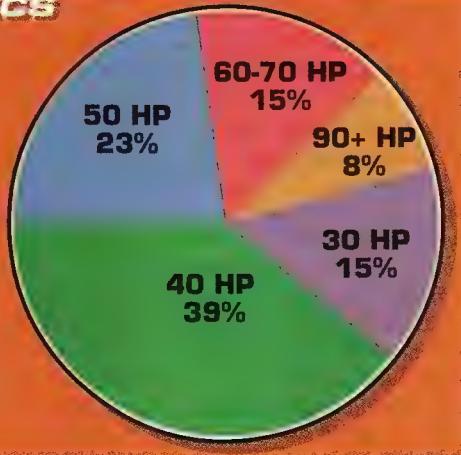
NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Venusaur	Stage 2	●	100	●	●	●	R
Evolves from Ivysaur. ●●● Psybeam. Energy Trans. As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.							
Voltorb	Basic	●	40	●	●	●	C
●●● Tackle. Does 10 damage.							
Vulpix	Basic	●	50	●	●	●	C
●●● Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.							
Wartortle	Stage 1	●	70	●	●	●	U
Evolves from Squirtle. ●●● Withdraw. Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn.							
Weedle	Basic	●	40	●	●	●	C
●●● Poison Sting. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.							
Zapdos	Basic	●	90	●	●	●	R
●●● Thunder. Does 60 damage. Flip a coin. If tails, Zapdos does 30 damage to itself.							

NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Lass							R
You and your opponent show each other your hands, then shuffle all Trainer cards from your hands into your decks.							
Maintenance							U
Shuffle 2 of the other cards from your hand into your deck in order to draw a card.							
PlusPower							U
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.							
Pokedex							U
Look at up to 5 cards from the top of your deck and rearrange them as you like.							
Pokémon Breeder							R
Put a Stage 2 evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.							
Pokémon Center							U
Remove all damage counters from all of your Pokémons with damage counters then discard all Energy cards attached to those Pokémons.							

POKÉMON DISSECTED

BACK TO BASICS

So you're trying to decide which basic pokémon to include in your deck. There are 39 different ones, so which should you pick? Depends on what you're looking for, but if it's defense you want, your options are limited. Most of the basic pokémon (54%) have 40 hit points or less and only three have 90 hit points or more: Zapdos and Onix both have 90 and Chansey is the largest, able to withstand a whopping 120 points of damage.



TRAINERS

Bill							C
Draw 2 cards.							
Clefairy Doll							R
Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.							
Computer Search							R
Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.							
Defender							U
Attach Defender to 1 of your Pokémons. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon is reduced by 20 (after applying Weakness and Resistance).							
Devolution Spray							R
Choose 1 of your own Pokémons in play and a Stage 1 or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).							
Energy Removal							U
Choose 1 Energy card attached to 1 of your opponent's Pokémons and discard it.							
Energy Retrieval							U
Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.							
Full Heal							L
Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.							
Gust of Wind							C
Choose 1 of your opponent's Benched Pokémons and switch it with his or her Active Pokémon.							
Imposter Professor Oak							R
Your opponent shuffles his hand into his deck, then draws 7 cards.							
Item Finder							R
Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.							
Psychic Energy							C
Provides ● Energy.							
Water Energy							C
Provides ● Energy.							

After Hours

Non-Celebrity Deathmatch

One of them had to die. In the computer gaming world of *Ultima Online*, the dirtiest battles occur not between the players and monsters, but between player and player. Most notably, those players who use good characters and those who use Player Killers (PKs). So it came to pass that *IQ Gamer* Editor-in-Chief Pat McCallum and his vile PK Hobgoblin and Editor Mike Searle with the noble Surian Ascensia agreed to do battle. "PKs suck," Searle was heard to say before the bout, "and Pat knows it. He just loves roleplaying evil."

"Actually," Pat commented after hearing his rival, "It's not roleplaying. I am evil. I think it's because I watched too many cartoons as a kid."

High noon was the graveyard outside Moonglow (Atlantic), and the battle began with the Hobgoblin making the first move with the standard PK trick: paralyze/explosion/e-bolt. Ascensia battled back with superior magery and hammered his foe. Now wounded, weakened and out of magic, the Hobgoblin was doomed. But just as victory seemed assured for the noble Ascensia, Malek Grimsword (Pat's buddy Craig Cornell)—vile PK and ally of the Hobgoblin—emerged from hiding and assaulted the weakened Surian, cutting him down with multiple energy bolts. As Grimsword cured his battered ally, Hobgoblin looted Surian's body, split the goods with his PK buddy and, in response to the boozing of the *IQ Gamer* staff, said, "Look, I'm a PK. I do bad things. Besides, learn a lesson from this: always have a plan B."

Mike, busy filling Pat's gas tank with sand, was unavailable for comment.

DEATH BY PLAN B *Ultima Online* proves again that good guys often finish last.

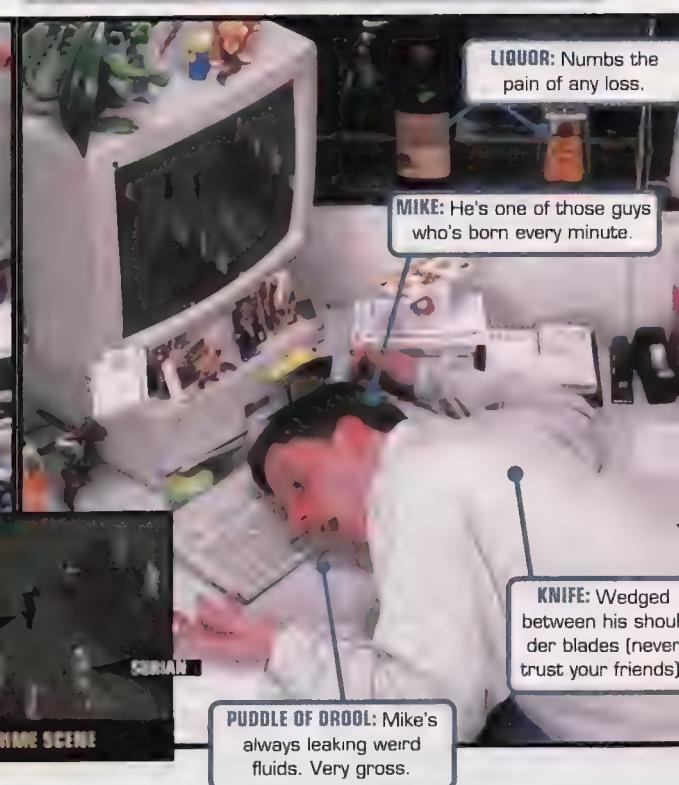
THE TOP 10...

PRODUCT PLACEMENTS RUMORED TO BE IN "THE PHANTOM MENACE":

10. A disoriented Anakin Skywalker must choose between the light and dark sides of the Force, decides out loud "Yo quiero Taco Bell" and proceeds to gorge himself on burritos.
9. Darth Maul smokes Pall Mall non-filters—smooth!
8. Jar Jar Binks plays Kenny Loggins' "Danger Zone" on his Sony Discman during dogfight.
7. Cantina takes Visa but not Amex: "It's everywhere you want to be."
6. Anakin Skywalker builds C-3PO from iMac and Intel Pentium III processors.
5. Built-in speakers in Artoo belt out newest single from Britney Spears.
4. Mace Windu throws Darth Maul into a giant neon Coca-Cola sign that explodes.
3. Yoda wears Dependts undergarments: "When 700 years old you be, in control of your bladder you will not!"
2. Hologram displays are really Hasbro action figures hanging on strings.
1. Darth Maul has the Jedi Council on the ropes until Mace Windu gets a great idea, pops a Mentos into his mouth and gets medieval on his ass! Mentos: the freshmaker!



photo by Paul Schmidli



shows, cons & tournaments

DEAR ADVERTISERS,

If you want to list your show or tournament, contact:

Karen Evora
Advertising Projects Manager
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Photos by Paul Schreider.

MASSACHUSETTS

APRIL 11, BOSTON

BOSTON COMIC BOOK AND TOY SPECTACULAR 15. Radisson Hotel, 200 Stuart St. \$5 admission (\$1 OFF WITH THIS AD), children under 10 and fans IN FULL COSTUME FREE. 10 a.m.-4 p.m., early preview 9am-\$10 Don't miss NEW ENGLAND'S LARGEST COMIC BOOK AND TOY SHOW, plus *Magic: The Gathering*, non-sports cards, Beanie Babies, Manga, anime, original artwork, Star Wars, Star Trek, action figures, CDs and video. SPECIAL GUESTS: Wizards of the Coast fantasy artists ED BEARD JR., RON ROUSSELLE AND PROF. HERBERT. Also LOWELL CUNNINGHAM (Men in Black). \$100 in "SHOW MONEY" raffled HOURLY! Contact: Primate Promotions @ (978) 388-6576 or e-mail primatepro@aol.com.

JULY 23-25, BOSTON

VISIONS '99: BOSTON. NEW ENGLAND'S LARGEST GAMING, COMIC, SCI-FI, TOY & FANTASY CONVENTION, Bayside Expo Center. *Magic: The Gathering*, *Star Wars*, *Star Trek* tournaments, plus other gaming events. Great prizes including cash! Hundreds of exhibit booths, celebrity guest stars, comic book artists, writers, publishers, autographs, panels, live performances, auctions, anime, scientific presentations, video room and more! For information, call (508) 896-7448, visit www.i-visions.com, e-mail: ivisions@cape.com or write Infinite Visions, Box 904, South Yarmouth, MA 02664. Exhibitors call (508) 896-7402.

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VARIOUS DATES, BATTLE CREEK

FREE TYPE II MAGIC TOURNAMENTS TWICE A MONTH. 48 S. 20th St., Battle Creek, MI 49015. We buy all game cards, sports cards, used Nintendo, SEGA, Playstation games, used RPGs and wargames, old coins, comics, non-game cards, old records (60's-80's), paperback and hardcover sci-fi books, VHS and DVD sci-fi movies, movie posters, used miniatures, metal detectors, rock tumblers, lapidary equipment and paintball items. We buy, sell and trade all kinds of hobby stuff. For information, call (616) 968-1487.

NEW YORK

WEEKLY IN APRIL & MAY, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Service Merchandise shopping center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, draft) with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of *LSR*, *Star Wars*, *BattleTech*, and *Rage*, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information contact, John or Kieran at (914) 624-2224.

OHIO

JULY 1-4, COLUMBUS

ORIGINS INTERNATIONAL GAME EXPO & FAIR '99, Columbus Convention Center. Preregistration weekend badge \$40, on-site \$45. Guests: celebrities, artists, authors, game designers and more. Events: focus, history, celebrity signings, seminars, roleplaying games, largest independent war college, historical miniatures, RPGA events, live-action roleplaying events (LARPs), board and computer games, trading card games, auction, art show, a maze of games and more. Contact: Andon Unlimited @ 1 (800) 529-EXPO to request a FREE preregistration book or e-mail us at andon@aol.com. Preregister online at www.andonunlimited.com.

PENNSYLVANIA

APRIL 23-25, MONROEVILLE

1999 PITTSBURGH COMICON. Pittsburgh ExpoMart, 1002 Graham Ave., Windber. Admission: \$12/day, \$30/3 day pass. Fri. 2-8 p.m., Sat. 10 a.m.-6 p.m., Sun. 10 a.m.-5 p.m. Activities include CBLDF 1999 Defender of Liberty Award Ceremony, casino night, charity auctions, CBLDF

Mardi Gras Party, costume contest, 24-hr. films, 24-hr. anime fest, gaming tournaments (*Magic*, *Star Wars*, *Star Trek*, *LSR*, *Babylon 5*, *Overpower*, *Middle-earth*, *Highlander*, *Shi: CCG* Premier and more), panels, demos, small-press expo, and more. Guests include: George Perez, Dick Ayers, Michael Turner, Randy Green, Mark Waid, Brian Pulido, Top Cow, CHAOS! McFarlane Toys, Awesome/Hyperworks, Wizard Press, Crusade, CPM Manga, TV Comics, Decipher, Davidez, Diamond Comics, Wizards of the Coast, London Night Studios and many more. For more info: check out our website at www.pittsburghcomicon.com, or at Pittsburgh Comicon, 1002 Graham Ave, Windber, PA 15963; e-mail us at pcmicon@nb.net; or call (814) 467-4116.

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VIRGINIA

MAY 2, TYSONS CORNER (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, *MAGIC* AND NON-SPORT CARD SHOW. Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off I-495, 1/2 mile west on Route 7; hotel is on right. For further directions, call (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: *MAGIC* and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Rocen @ (703) 912-1993, check out <http://members.aol.com/comicshow> or e-mail comicshow@aol.com.

WISCONSIN

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AND THESE ARE



INQUEST gamer

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THE GOOD GUYS!

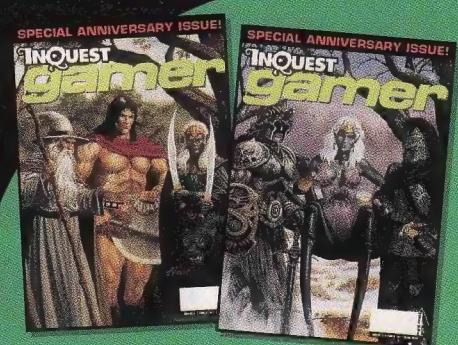


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PREQUEL FEVER



GREETINGS! OBI WAN KENOBI, HERE! FAMOUS MOVIES WE THOUGHT WE KNEW FROM BEGINNING TO END ALL SEEM TO HAVE NEW BEGINNINGS POPPING UP! LET'S TAKE A LOOK AT SOME FAMILIAR FAVORITES AND THE PREQUELLES THEY'VE INSPIRED!

VACATION GOERS THRILLED TO THE DINOSAURS OF JURASSIC PARK, AND NOW MUST RETURN TO TOUR THE ASTOUNDING...

YES! THERE WAS A TIME WHEN UNICELLULAR ORGANISMS RULED THE EARTH!

PROTOZOIC PARK

OH, HOW! A PARAMECIUM!!

BACK IN THE '90S, ALIEN VISITORS WE REFERRED TO AS "V" INVADED EARTH, BUT EVIDENTLY NOT BEFORE THE INITIAL SCOUT MISSION --



INDEPENDENCE DAY TOOK ON WHOLE NEW MEANING WHEN EARTH LIBERATED ITSELF FROM ILL-TEMPERED ALIENS--WHO SUDDENLY GOT A HEAD-START ON --

RWD4 REVOLUTIONARY WAR DAY

IF WE GO BACK FAR ENOUGH, WE LEARN THAT AEONS BEFORE THERE WAS AN OUTPOST IN SPACE CALLED BABYLON 5, WE HAD PLAIN OLD...

BABYLON



DARING PILOT STEVE AUSTIN BECAME THE BIONIC SIX MILLION DOLLAR MAN, BUT HE HAD TO GO BACK AND RESTART AS...

THE SIX HUNDRED DOLLAR MAN

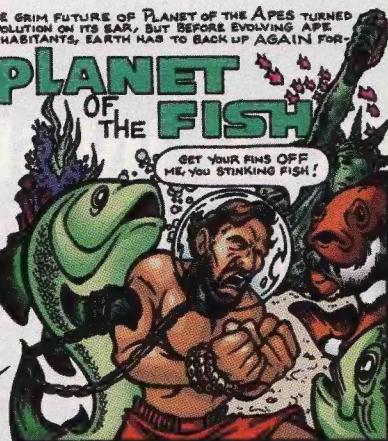


MASSIVE IF WE CRASH ONE OF HIS PLANES WE COULD JUSTIFY THE COST OF THE UPGRADES.

THE GRIM FUTURE OF PLANET OF THE APES TURNED EVOLUTION ON ITS EAR, BUT BEFORE EVOLVING APE INHABITANTS, EARTH HAS TO BACK UP AGAIN FOR...

PLANET OF THE FISH

GET YOUR FINS OFF ME, YOU STINKING FISH!



YES, PREQUEL FEVER IS EVERYWHERE!
SINCE YOU NEVER KNOW WHAT FINISHED TALE MAY WIND UP WITH A PREVIOUS ONE SLAPPED ONTO IT, I BID THAT THE FORCE BE WITH YOU!
YOU'RE GONNA NEED IT...

